

# Stakes Part 7 “Checkmate”

## 1034-222

### Network Pitch Board

Date 03/11/15

- ☒ Board Team Final
- ☒ Network Approval Board 03/11/15
- ☐ Record Board
- ☐ Animatic Scan Board
- ☐ Conformed Board
- ☐ Design Board
- ☐ Final Board

Adventure Time Created by  
Pendleton Ward

Supervising Director  
Andres Salaff

Storyboard by  
Jesse Moynihan &  
Ako Castuera

Animation Studio  
RDK



ADVENTURE TIME



Sc. Pnl. Bg. day night Sc. Pnl. Bg. day night

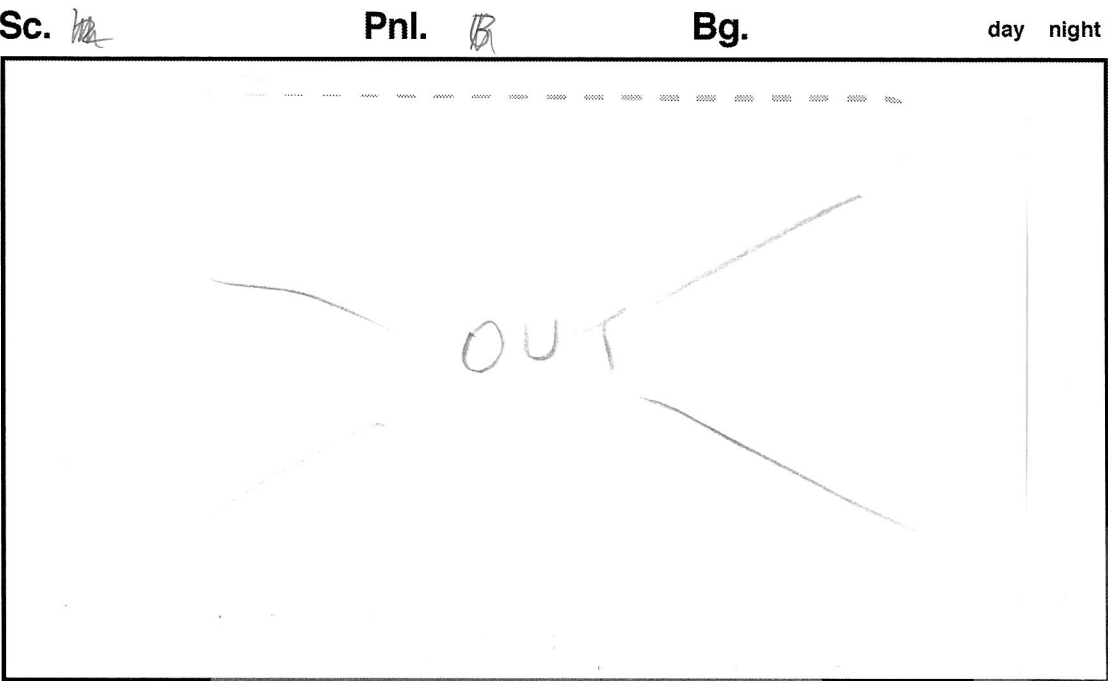
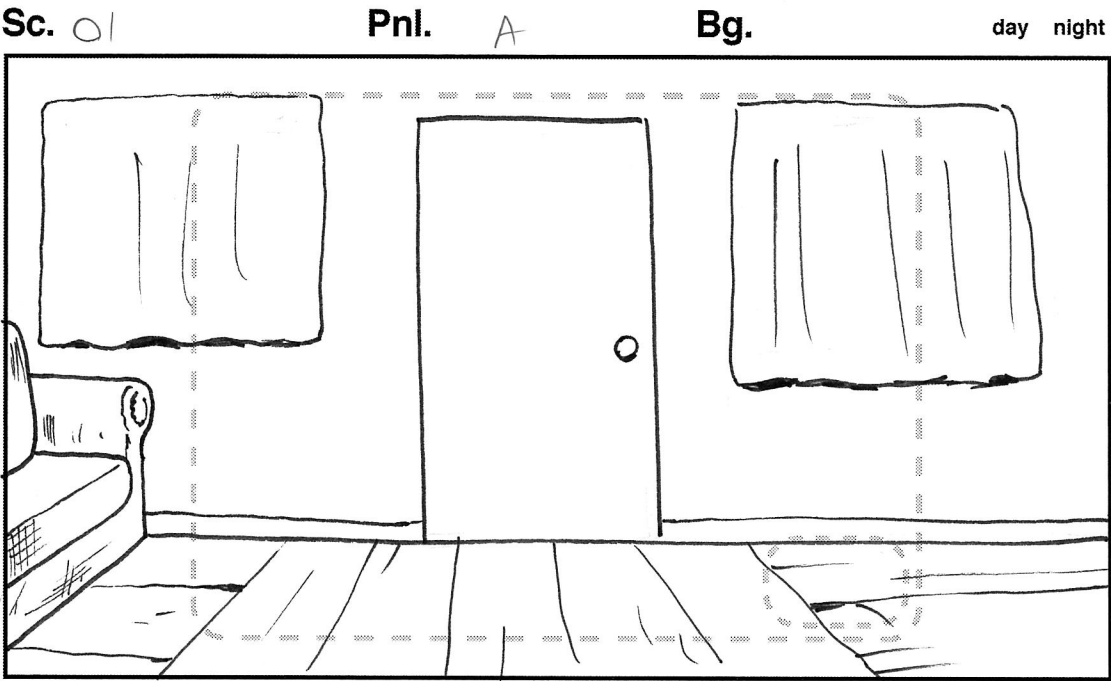
CHECKMATE  
(ROTVK PT 7)  
(stakes PT 7)  
AKO CASTUERA  
JESSE MOYNIHAN

Dialog:

Action:

Timing:

ADVENTURE TIME



|         |                                |
|---------|--------------------------------|
| Dialog: | (Pep)<br>(vo) Evil is rising   |
| Action  | -INTERIOR - CABIN (CANDLE LIT) |
| Timing: |                                |

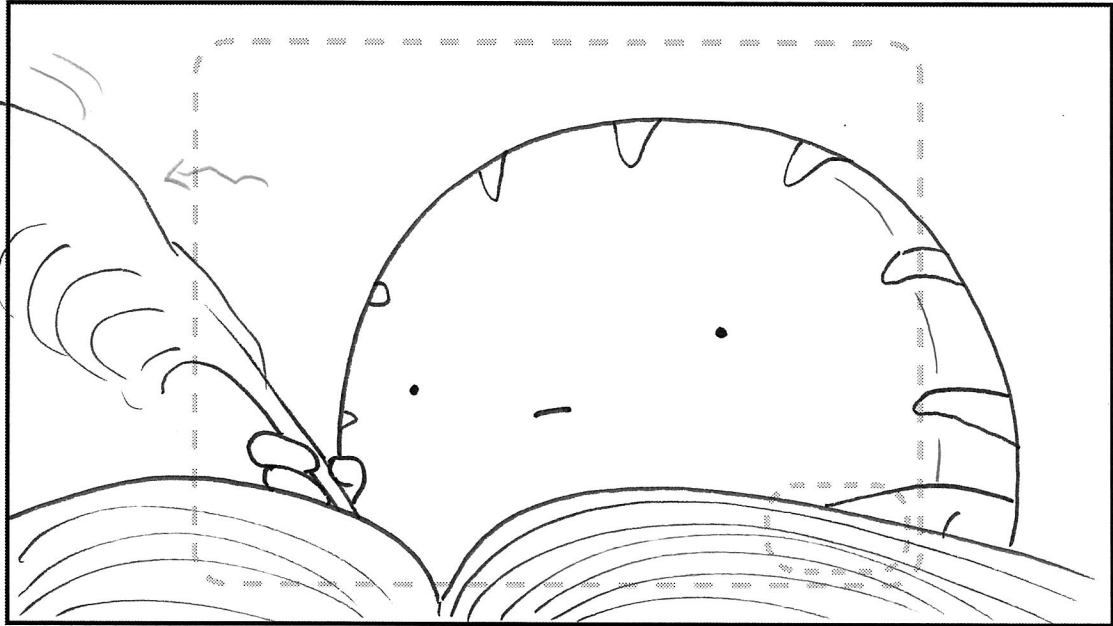
EPISODE # 1034-222

Production:

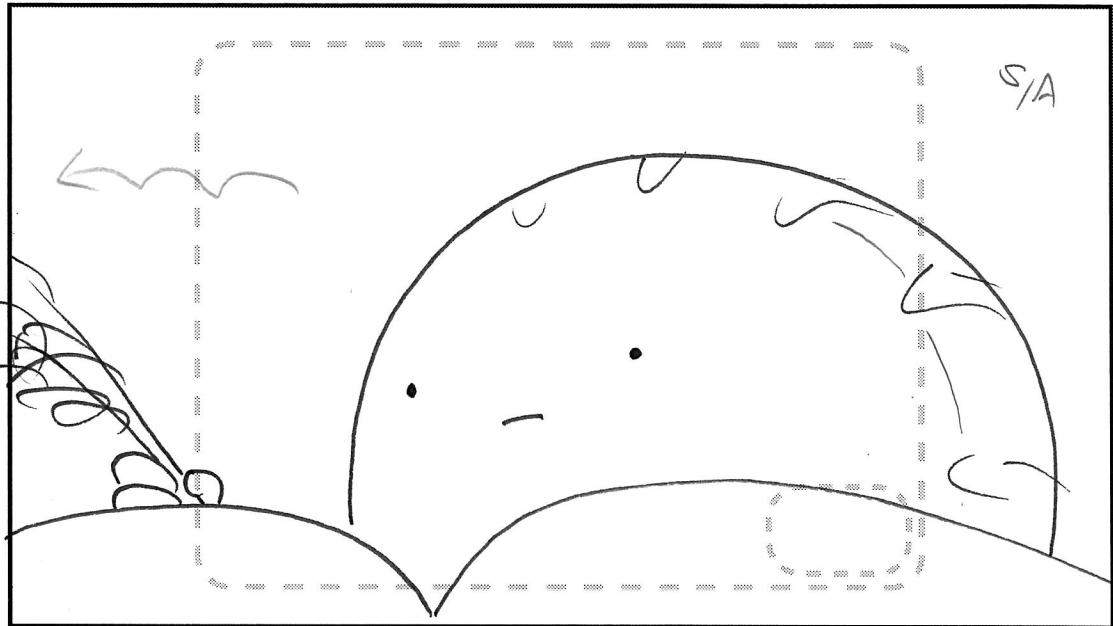
ADVENTURE TIME



Sc. 02 Pnl. A Bg. day night



Sc. 02 Pnl. B Bg. day night



|  |  |  |
|--|--|--|
| <b>Dialog:</b><br>(P) In Vile power, he would<br>(vo) Cleave life itself from Nature |  | (P) and shroud us in a pall worse<br>(vo) than death. The fiend walks<br>among us again; |
| <b>Action:</b><br>-PEP BUT WRITES WITH QUILL.  |  |  |
| <b>Timing:</b>   |  |  |

EPISODE # 1034-222  
Production:

ADVENTURE TIME

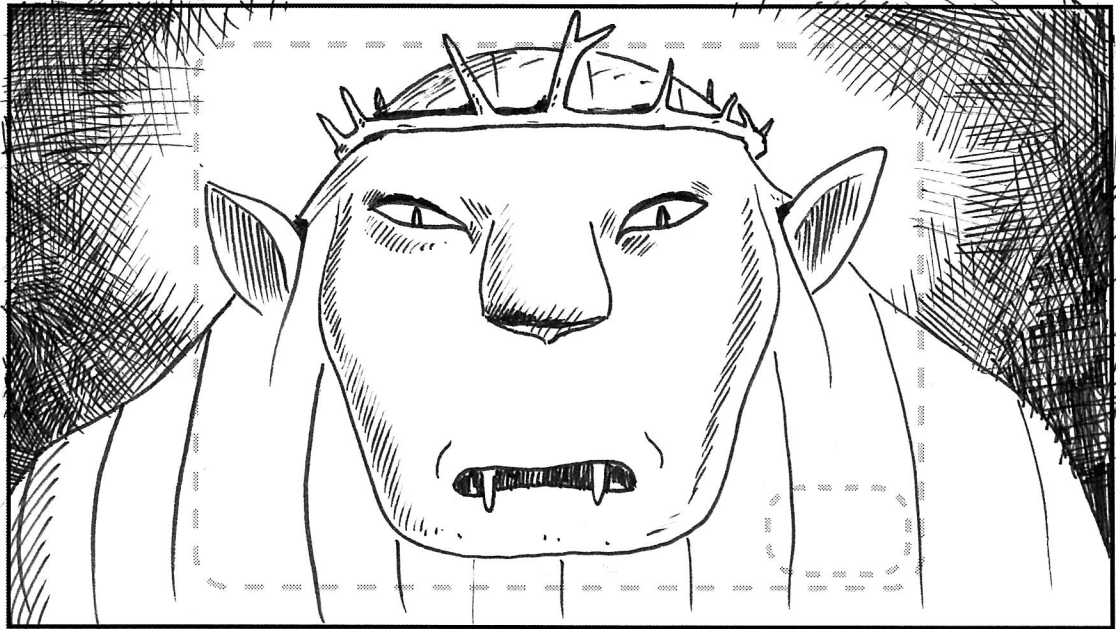


Sc. 03

Pnl. A

Bg.

day night

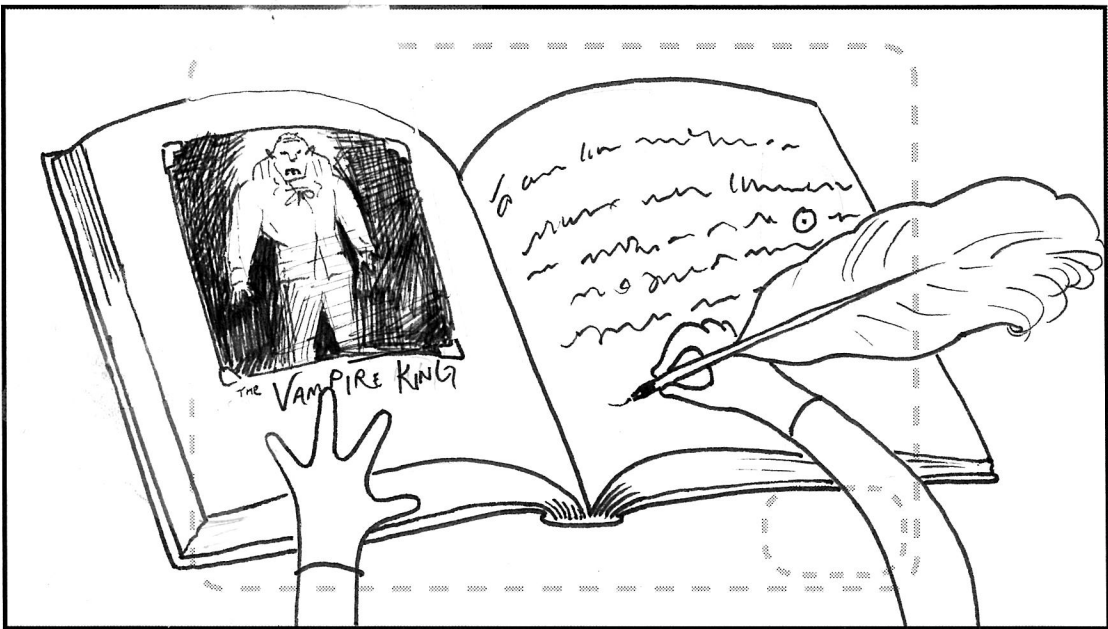


Sc. 04

Pnl. A

Bg.

day night



|         |   |
|---------|---|
| Dialog: | <p>(Pep) (V/O) The Vampire King...</p> <p>(Pep) (V/O) with all my investigations into the supernatural --</p> |
| Action: | <p>-SMASH CUT TO V.K. ILLUSTRATION IN BOOK.</p>   |
| Timing: |   |

EPISODE # 1034-222

Production:

ADVENTURE TIME

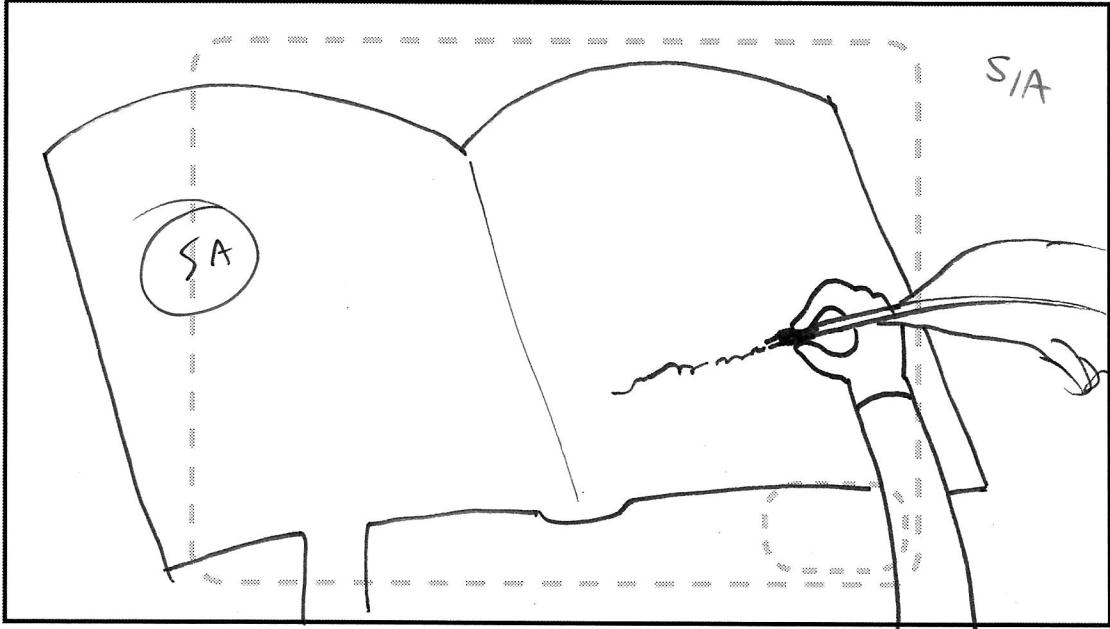


Sc. 04

Pnl. b

Bg.

day night

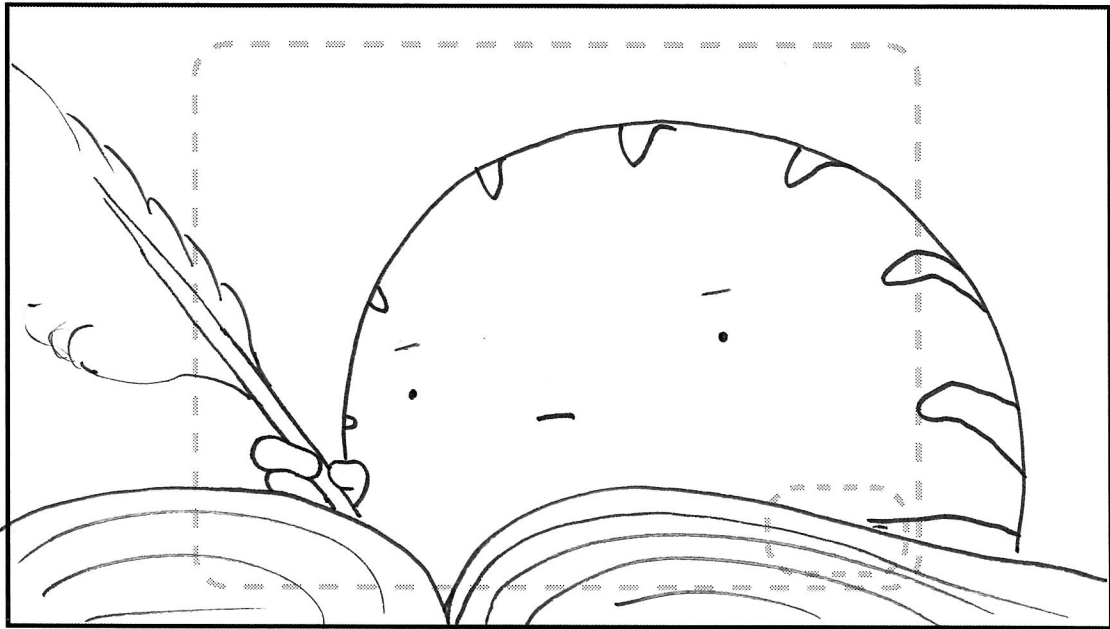


Sc. 05

Pnl. a

Bg.

day night



|         |   |
|---------|---|
| Dialog: |   |
| (PEP)   | I should know better, but -- (P) I can't help it... |
| Action: |   |
| Timing: |   |

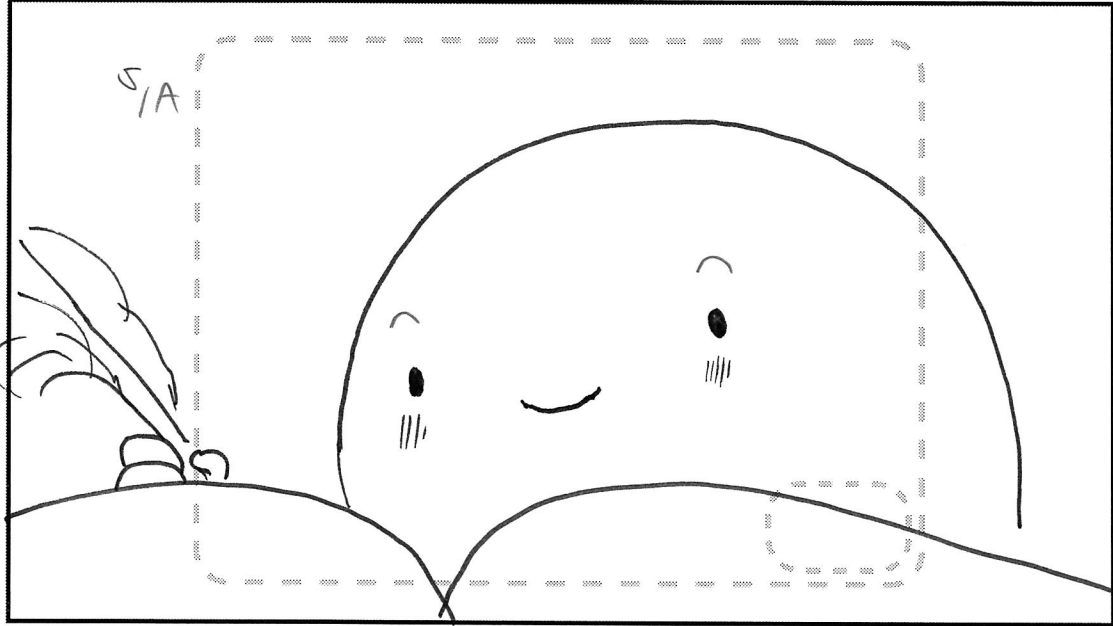
EPISODE # 1034-222

Production:

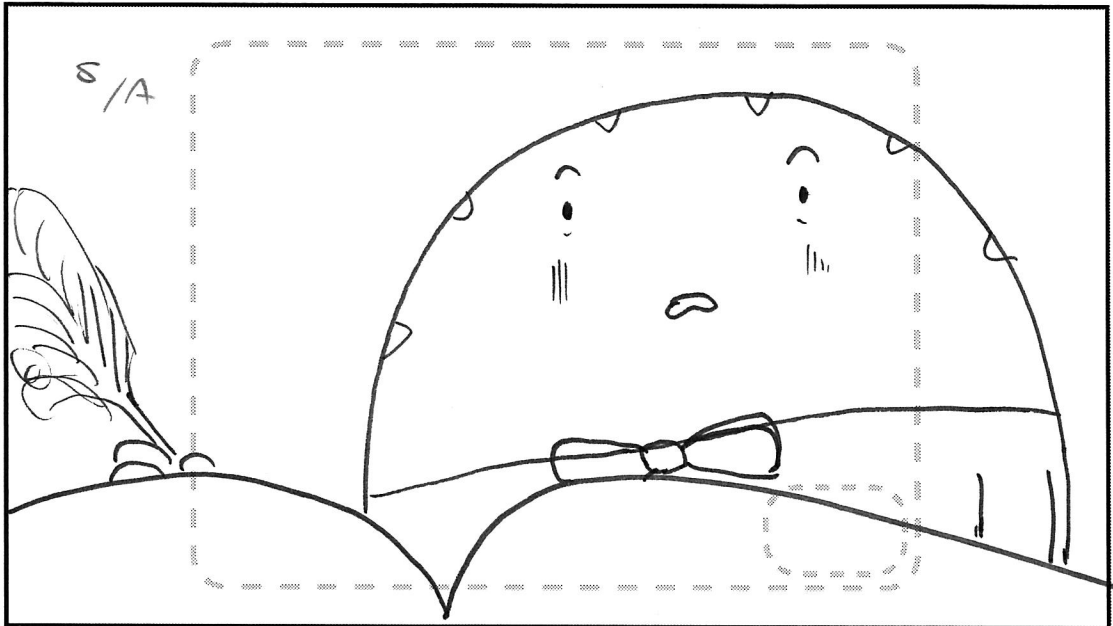
ADVENTURE TIME



Sc. 05 Pnl. B Bg. day night



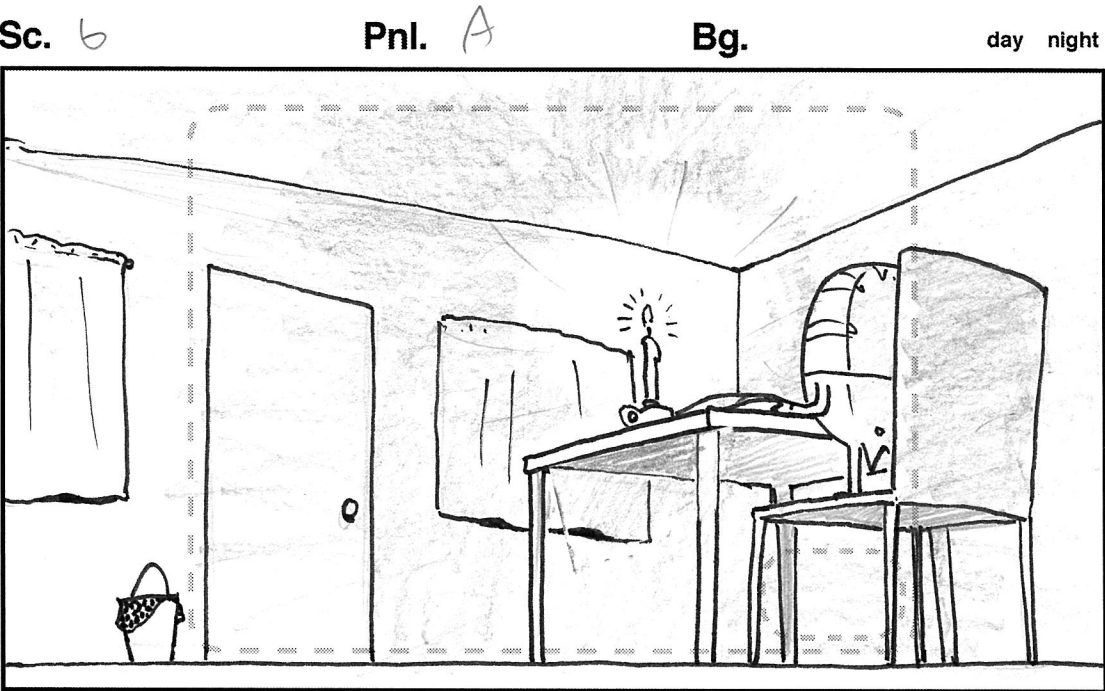
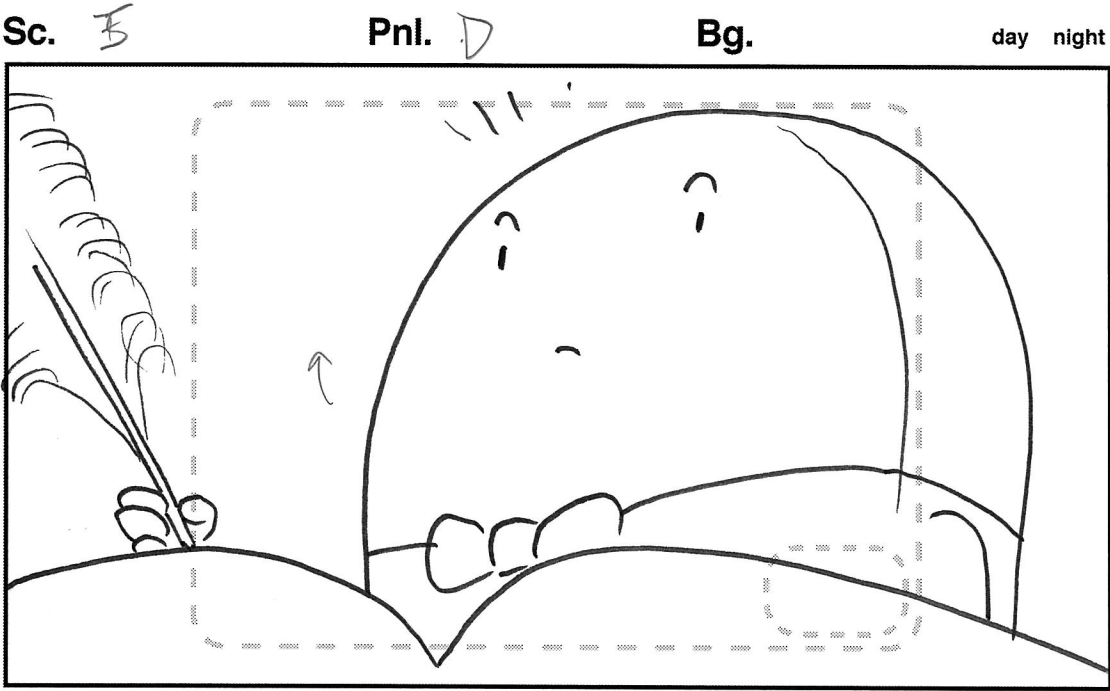
Sc. 05 Pnl. C Bg. day night



|  |
|--|
| Dialog:  |
| <p>(P) (V/O) I'm dying to see him in person. (Pep) I probably <u>will</u> die if I see him</p> |
| Action:  |
| Timing:  |

EPISODE # 1034-222  
Production:

ADVENTURE TIME



Dialog:

(SFX) (os) knock knock!

Action:

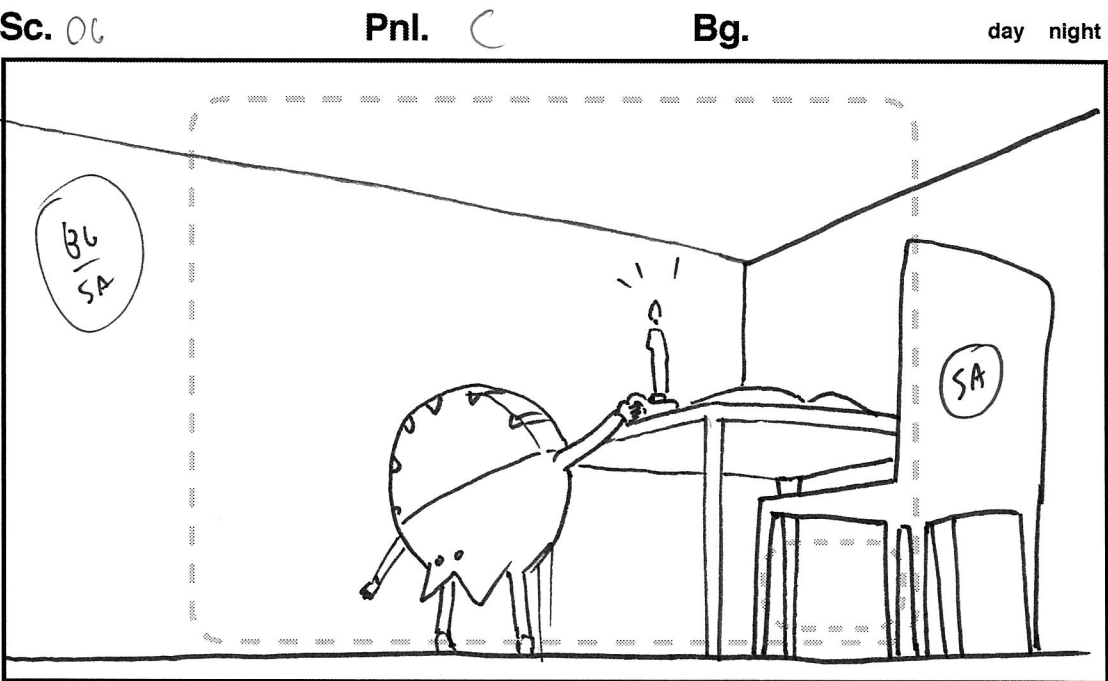
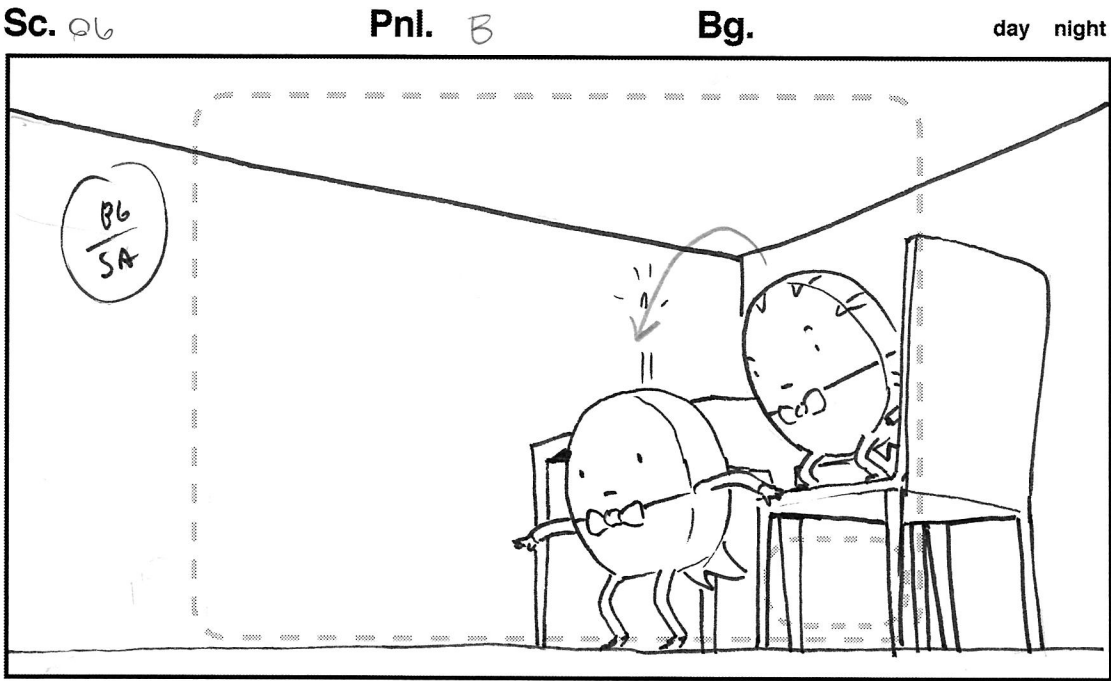
- PEP-BUT LOOKS UP AT DOOR.

Timing:

EPISODE # 1034-222

Production:

ADVENTURE TIME



|   |
|---|
| Dialog:   |
| Action: - Pbut HOPS OFF CHAIR - Pbut GRABS CANDLE |
| Timing:   |

EPISODE # 1034-222

Production:



# ADVENTURE TIME



Page 08

Sc. 6 CONT

Pnl. D

Bg.

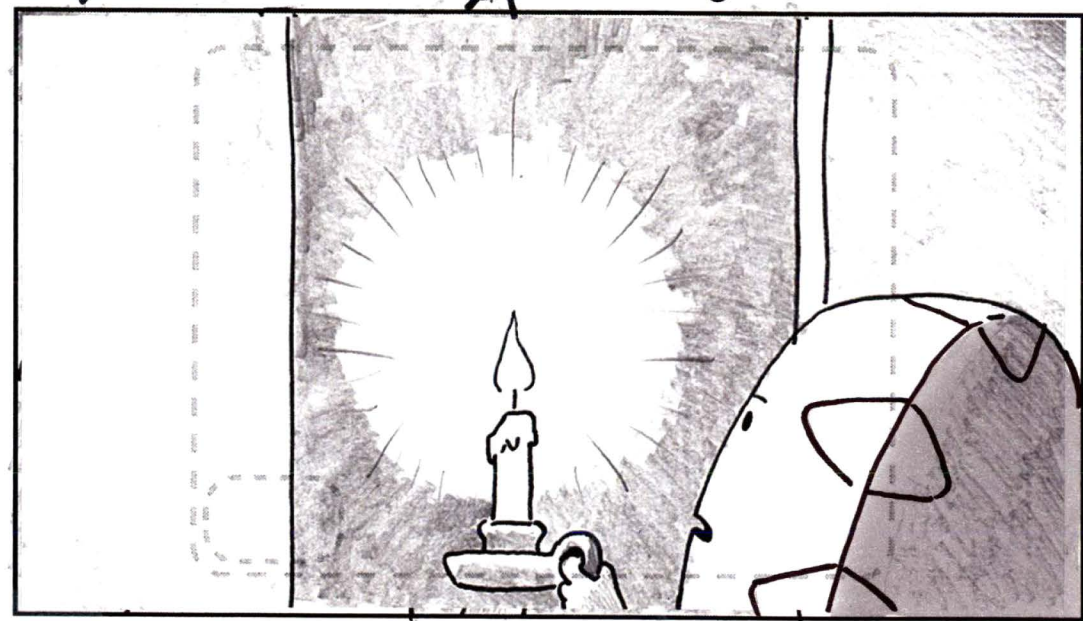
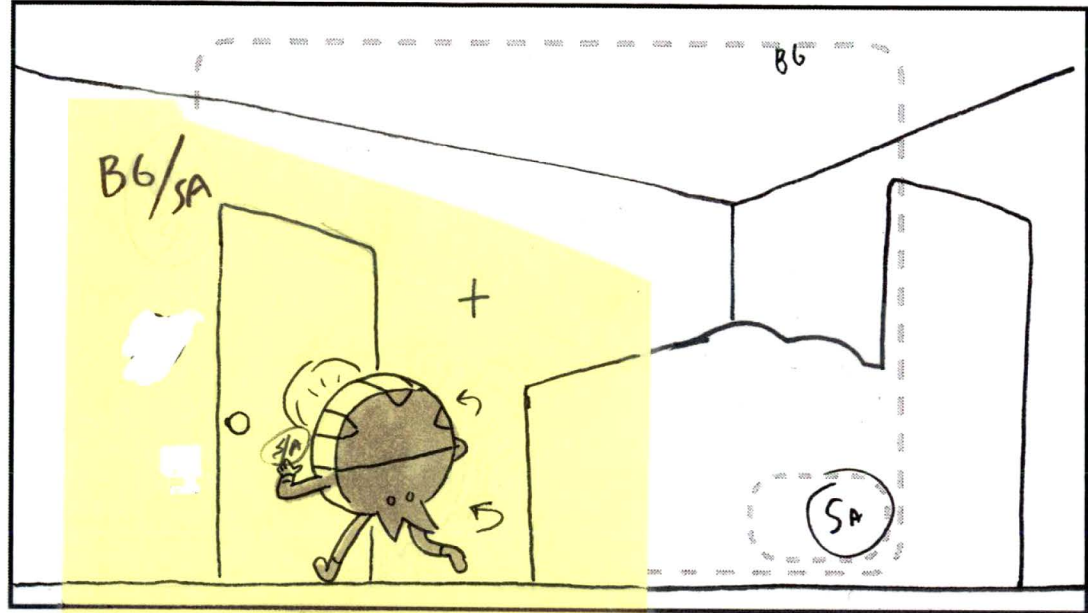
day night

Sc. 7

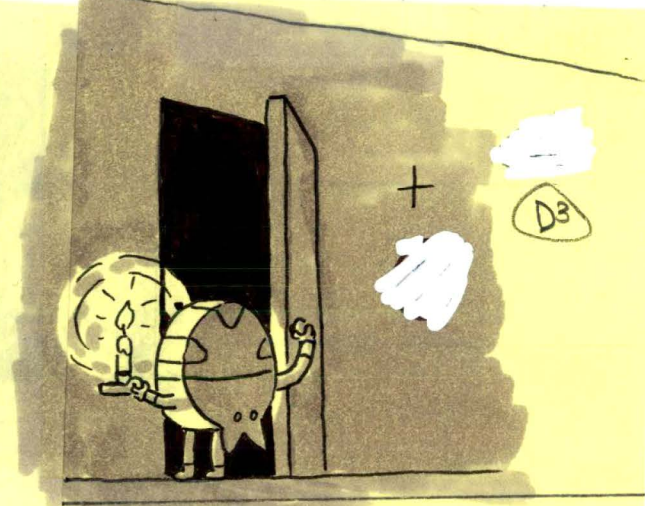
Pnl. A

Bg.

day night



Dialog:



P. But: Hellooo!

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Production:

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1034/222

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# ADVENTURE TIME



Page 9

Sc. 07 CONT

Pnl. B

Bg.

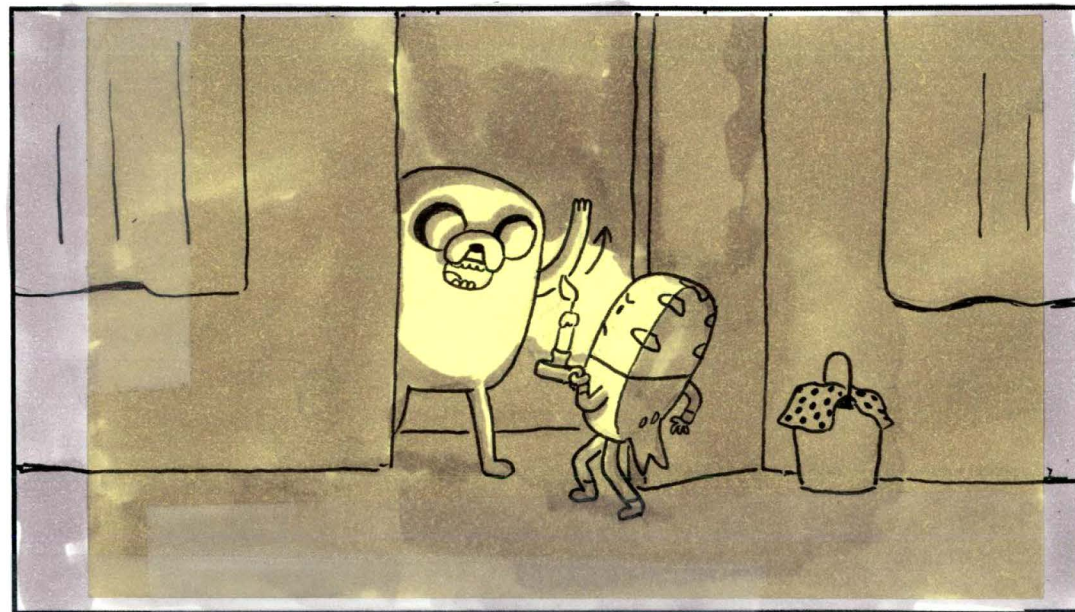
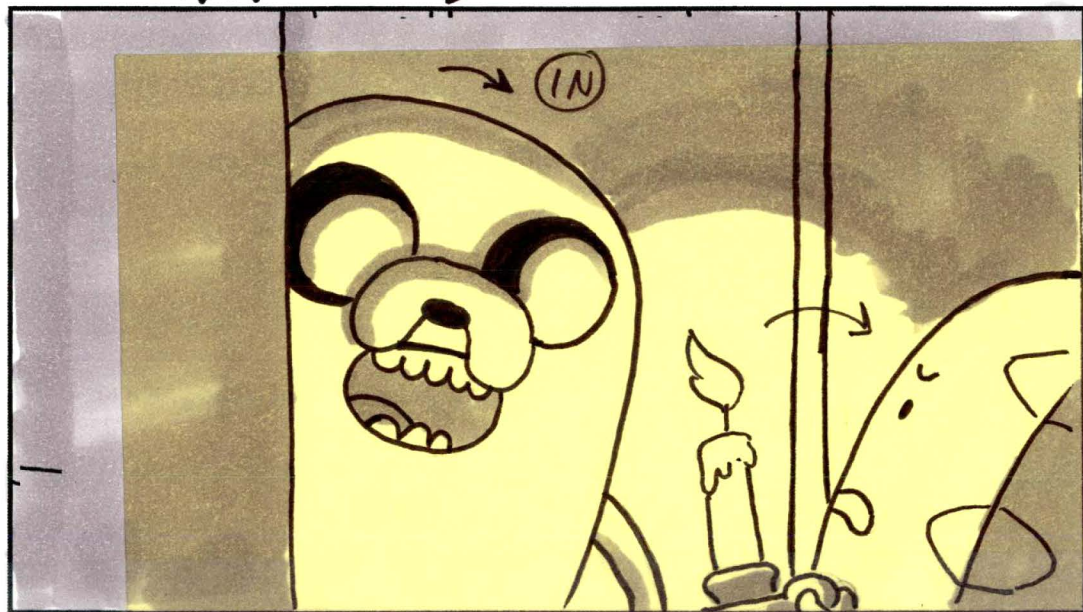
day night

Sc. 08

Pnl. A

Bg.

day night



Dialog

J: YO YO YO YO YO!

Action

-J. SUDDENLY APPEARS IN DOORWAY.

Timing

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Production:

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1034/222

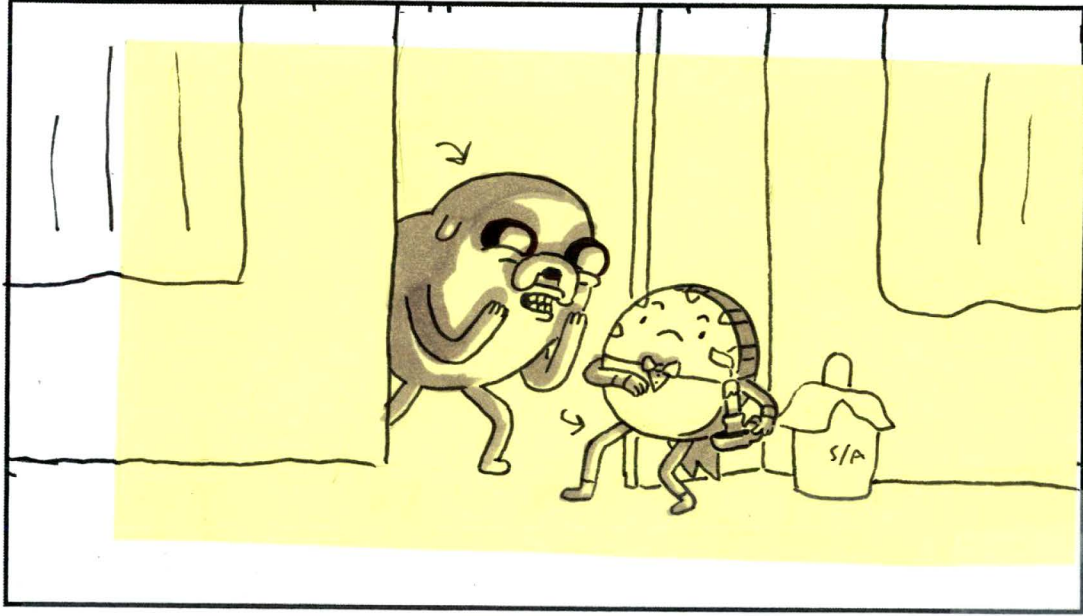
1034/222

1034/222

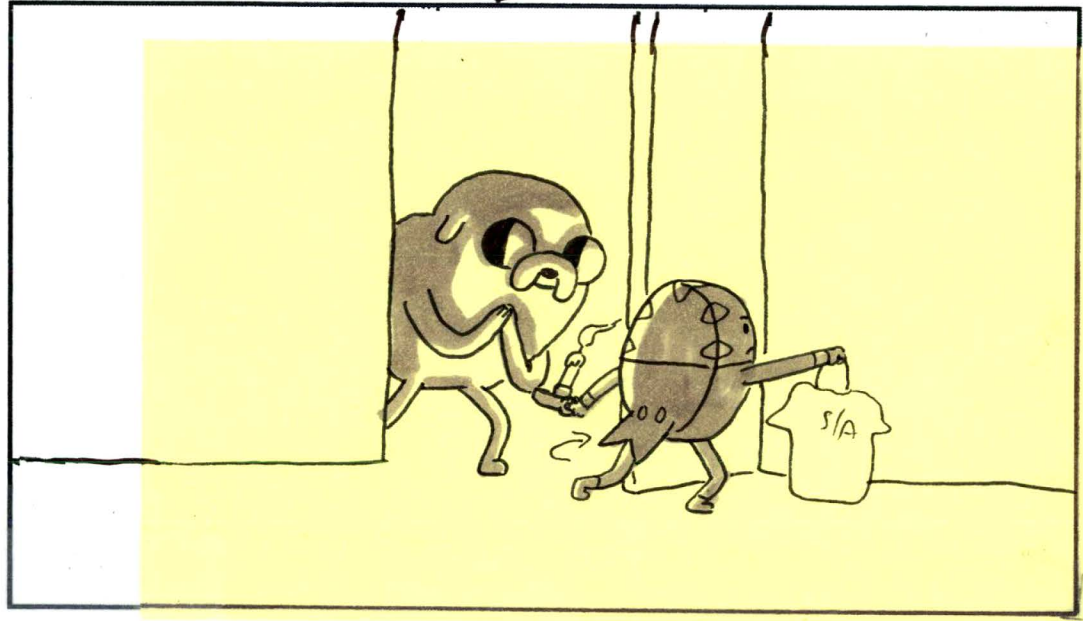
# ADVENTURE TIME



Sc. *8 CONT* Pnl. *B* Bg. day night



Sc. *8 CONT* Pnl. *C* Bg. day night



|        |  |
|--------|--|
| Dialog | <i>J: Bubble gum sent me for the bucket.</i> |
| Action | <i>- P. BUT. grabs bucket.</i>               |
| Timing |  |

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Production:

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1034/222

ADVENTURE TIME

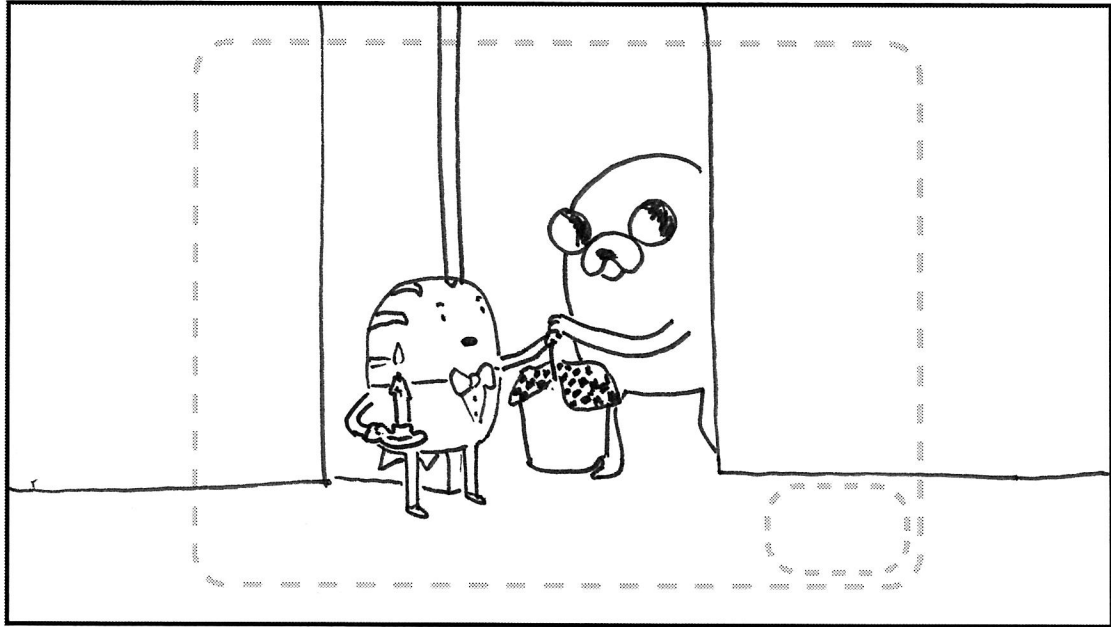


Sc. 08

Pnl. D

Bg.

day night

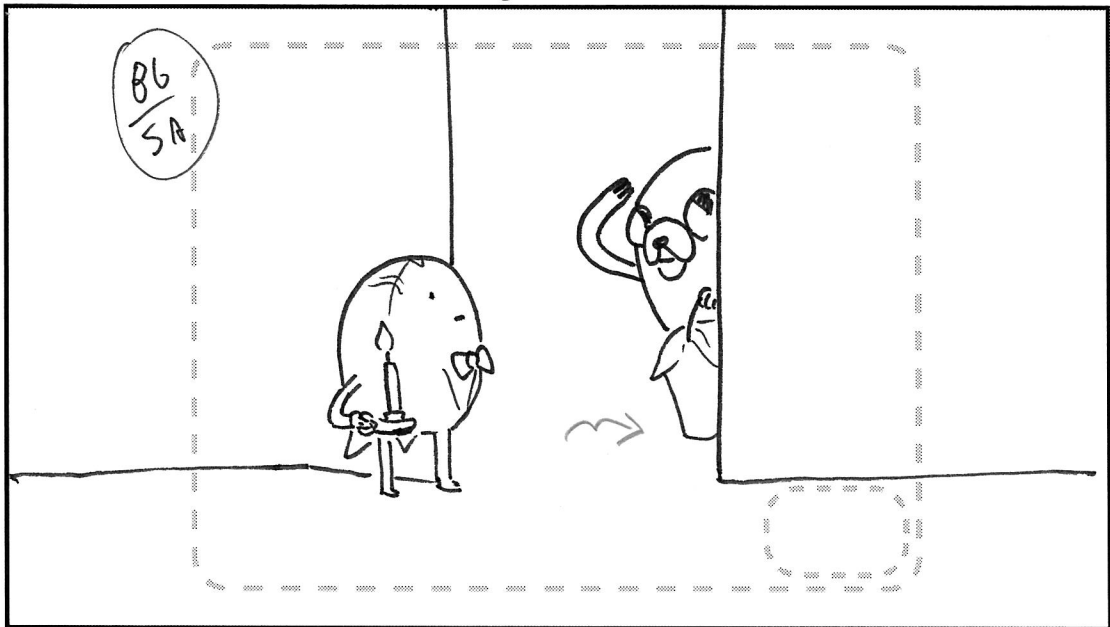


Sc. 08

Pnl. E

Bg.

day night



|         |                                    |           |
|---------|------------------------------------|-----------|
| Dialog: | (Pep) Dozo                         | (J) Merci |
| Action: | - PEPBUT HANDS OFF BUCKET TO JAKE. |           |
| Timing: |                                    |           |

EPISODE # 1034-222

Production:



# ADVENTURE TIME

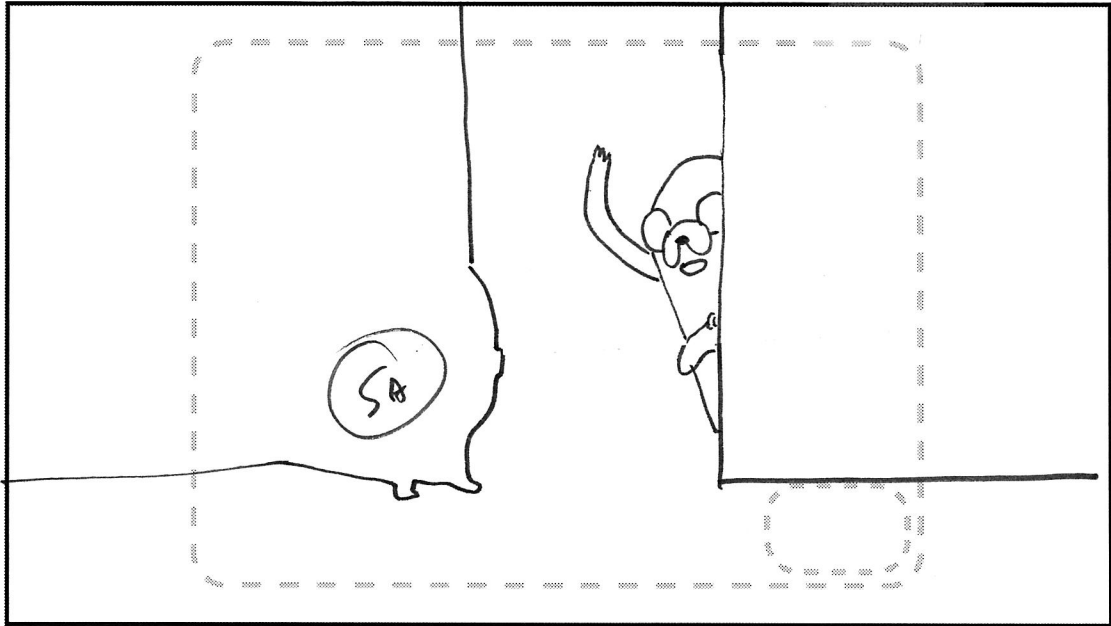


Sc. 008

Pnl. F

Bg.

day night

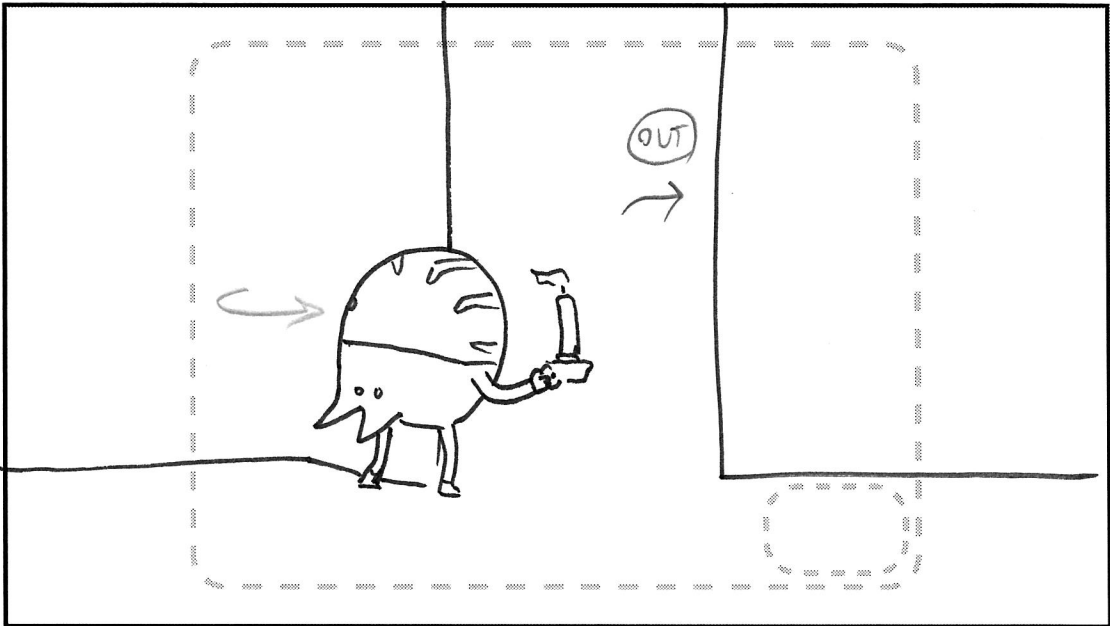


Sc. 08

Pnl. G

Bg.

day night



Dialog:

J and adios ...

Action:

-J. WALKS OFF/S.  
-PEP BUT LEANS OUT.

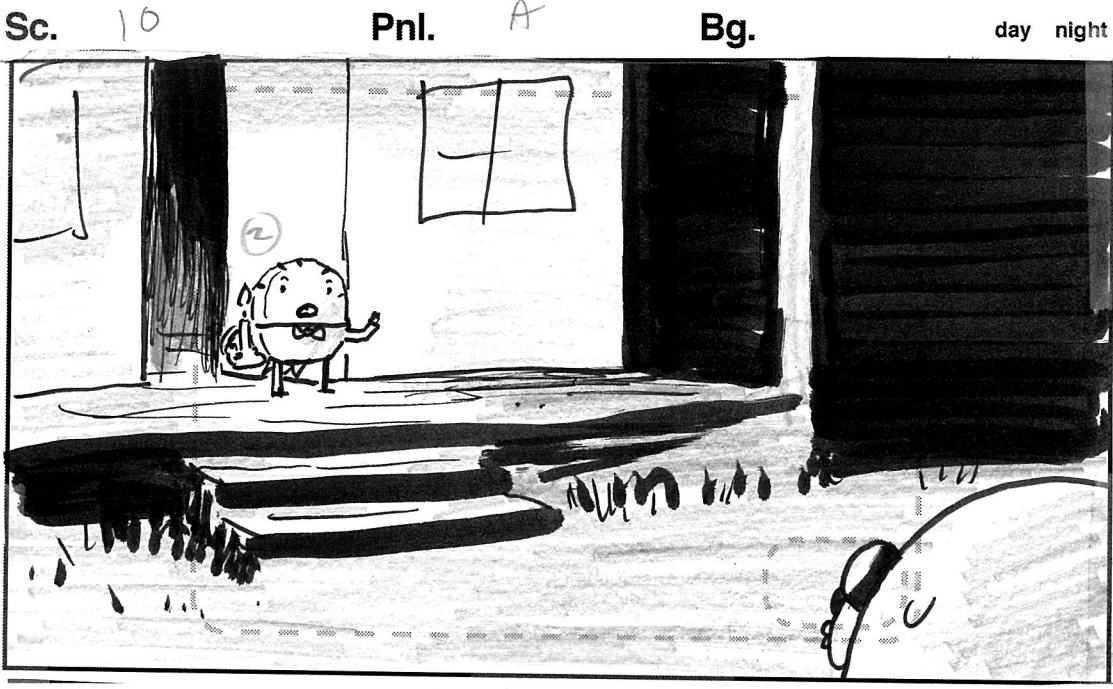
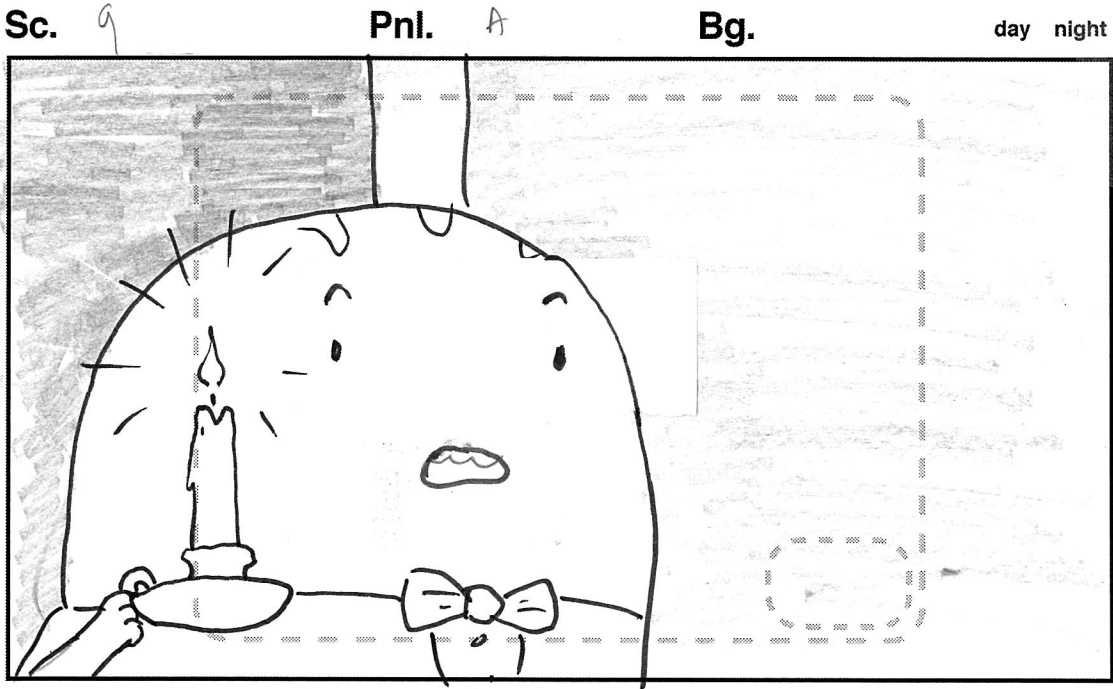
Timing:

1034-222

EPISODE #

Production:

# ADVENTURE TIME



|         |   |                                 |
|---------|---|---------------------------------|
| Dialog: | <p>Pep wait!</p> <p>Pep ① uh ... ② hows it going?</p> |                                 |
| Action: | <p>①</p>  | <p>- PEP BUT STEPS OUTSIDE.</p> |
| Timing: | <p>①</p> <p>SP 'uh'</p>                               |                                 |

EPISODE #

Production:

1034-222

ADVENTURE TIME



Sc. 11 Pnl. A Bg. day night

Sc. 11 Pnl. B Bg. day night

S/A

|         |  |
|---------|--|
| Dialog: | ① Good, y'know, Marceline's got all her powers back. ② she's gettin ready to give the VK VAMPIRE KING a big, fat whomping... |
| Action: | ① swings fist and holds for a beat after "whomping"  |
| Timing: |  |

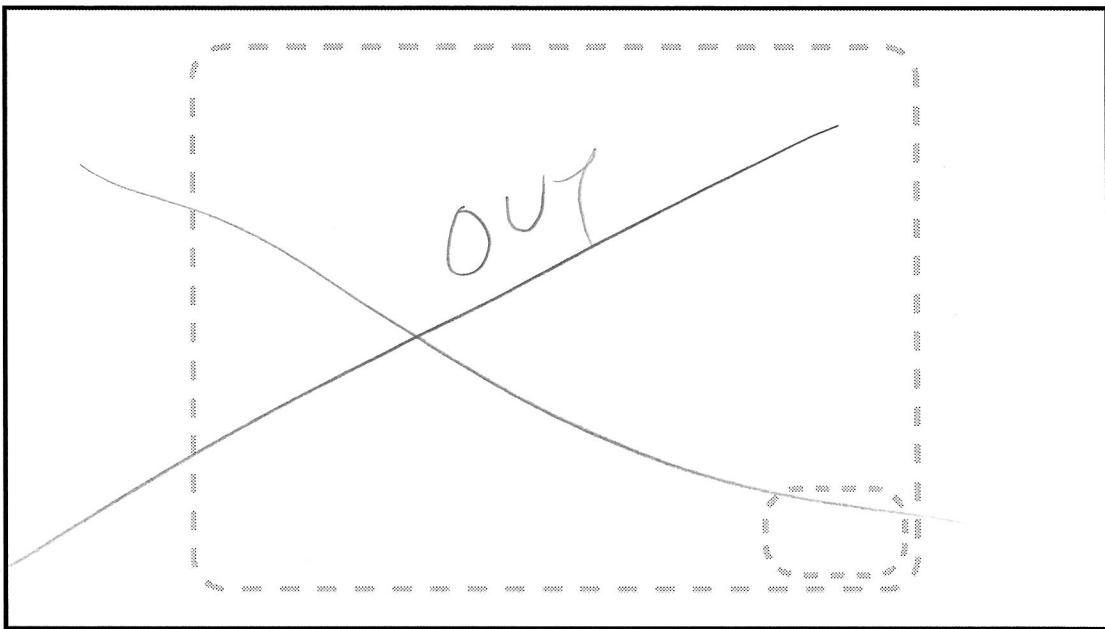
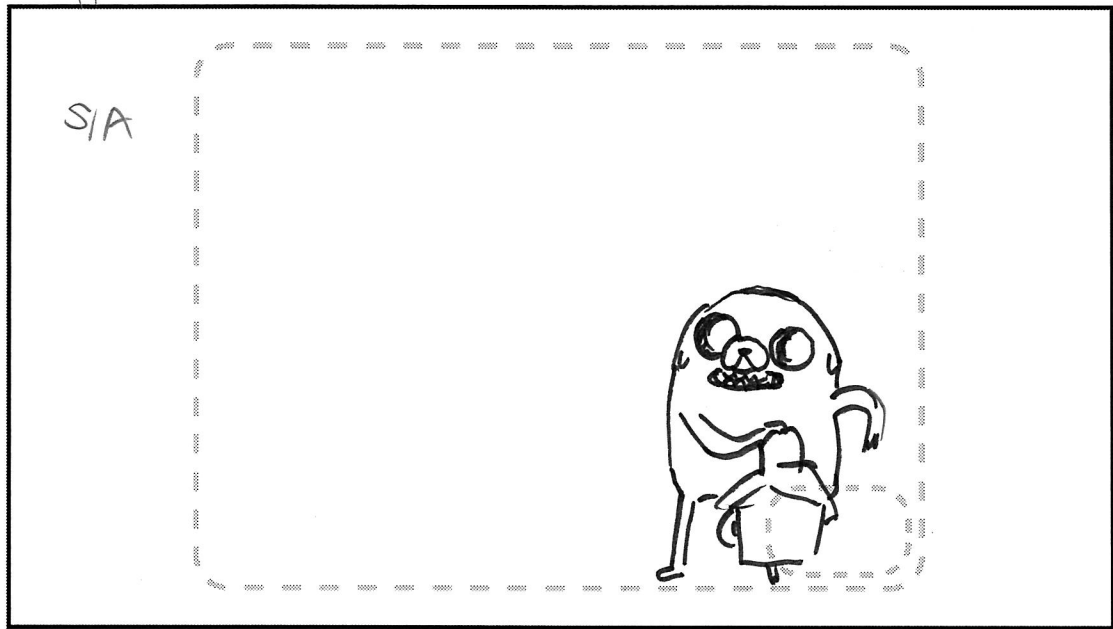
EPISODE # 1034-222

Production:

# ADVENTURE TIME



Sc. 11 Pnl. C Bg. day night Sc. Pnl. Bg. day night



|         |                          |
|---------|--------------------------|
| Dialog: | ① I hope,...             |
| Action: | -J. LOOKS A BIT NERVOUS. |
| Timing: |                          |

EPISODE # 1034-222  
Production:



# ADVENTURE TIME

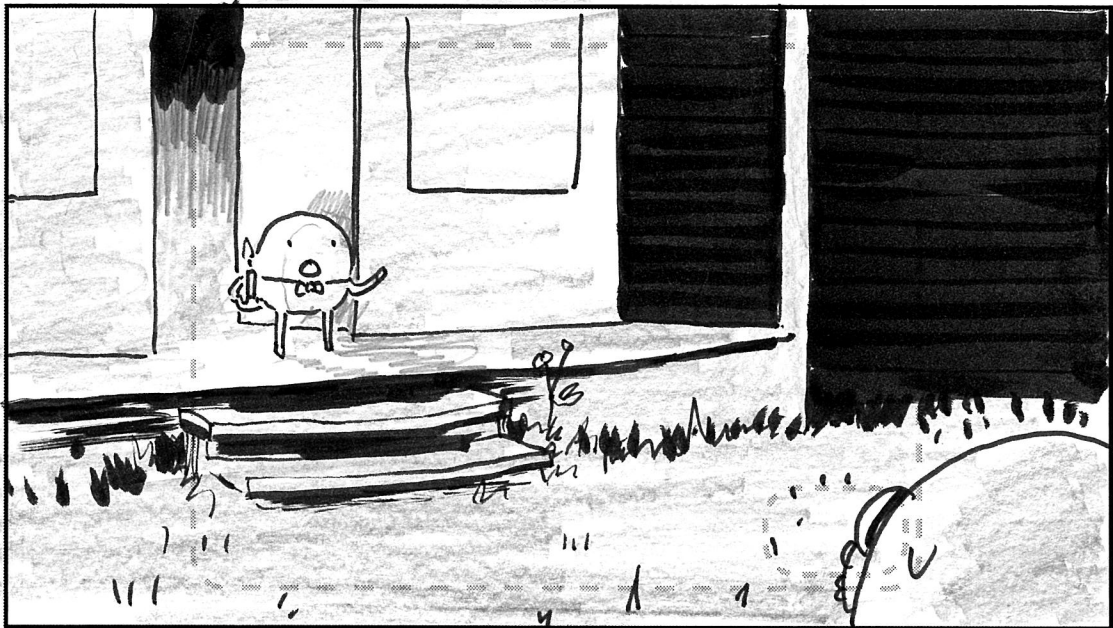


Sc. 12

Pnl. A

Bg.

day night

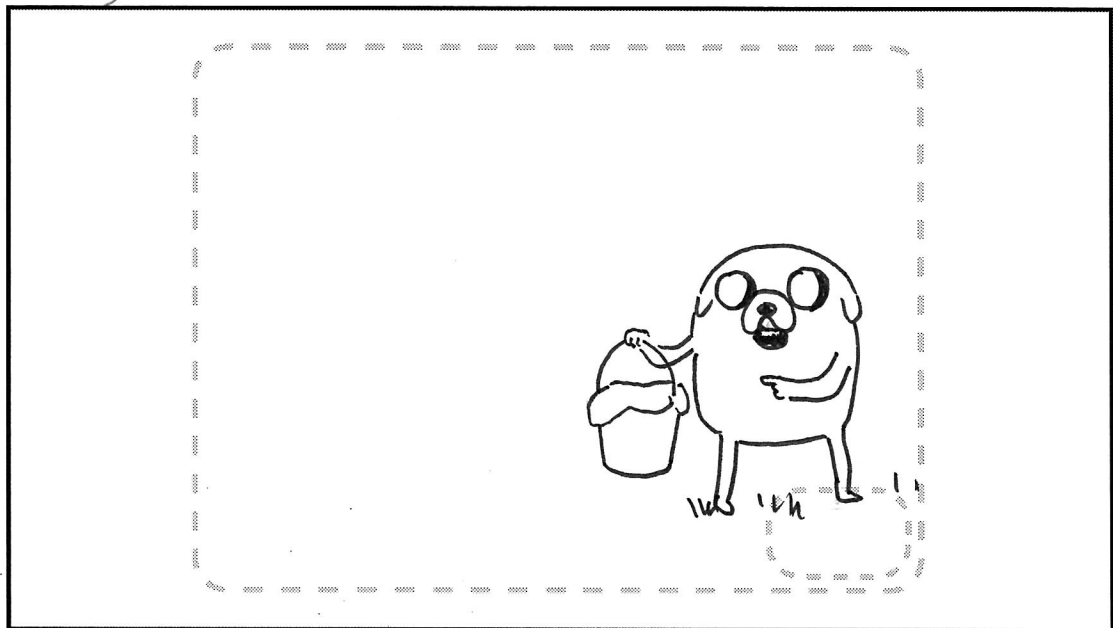


Sc. 13

Pnl. A

Bg.

day night



Dialog:

Pep

Um, while that's going down,  
do you think you could  
ask the VK to sign  
Something for me?

J

that would  
be weird.

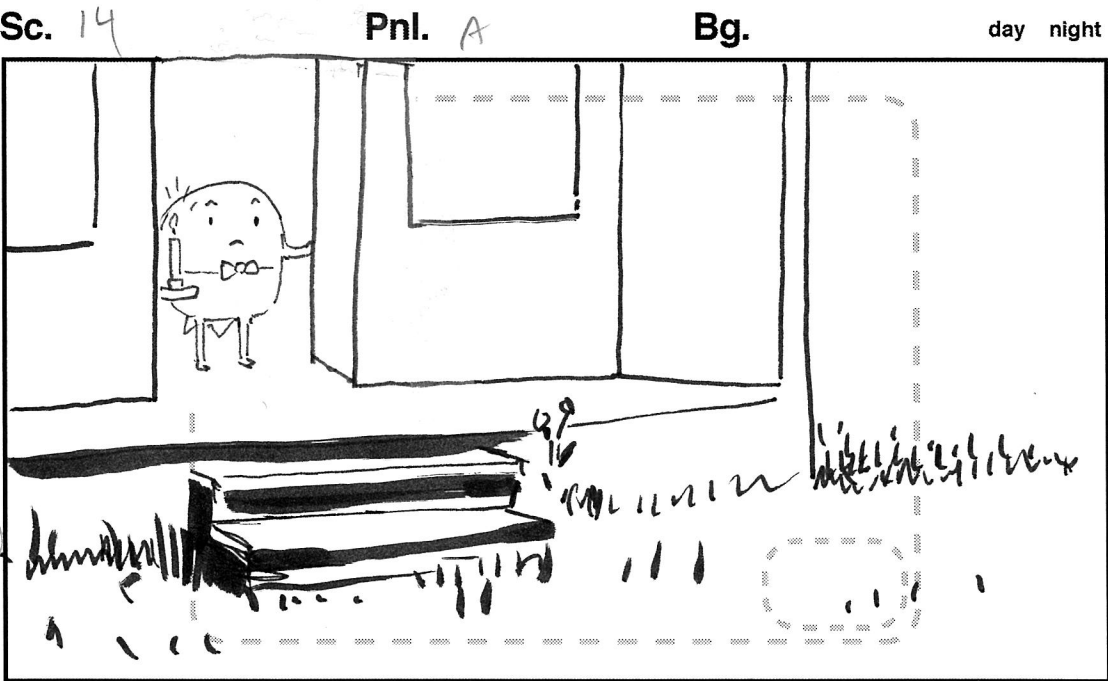
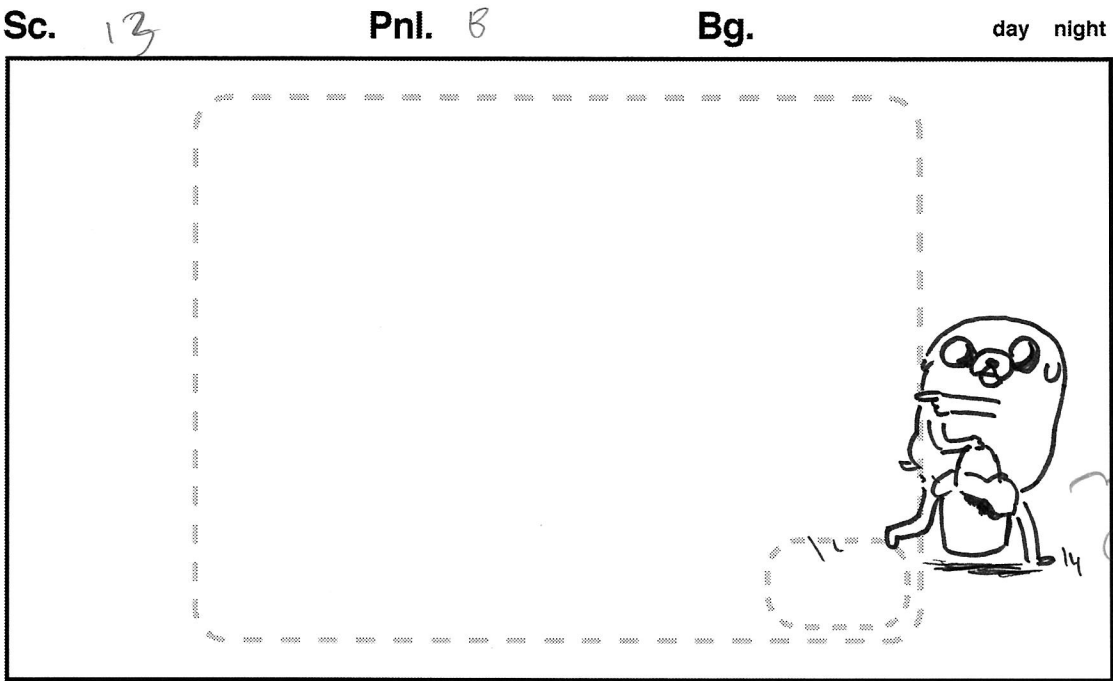
Action:

Timing:

EPISODE # 1034-222

Production:

# ADVENTURE TIME



|         |                   |
|---------|-------------------|
| Dialog: | (J) You're weird. |
| Action: | - J. WALKS OFF/S. |
| Timing: |                   |

ADVENTURE TIME



Sc. 14

Pnl. 3

Bg.

day night

Sc.

Pnl.

Bg.

day night

Dialog:

(sfx) (slam!)

Action:

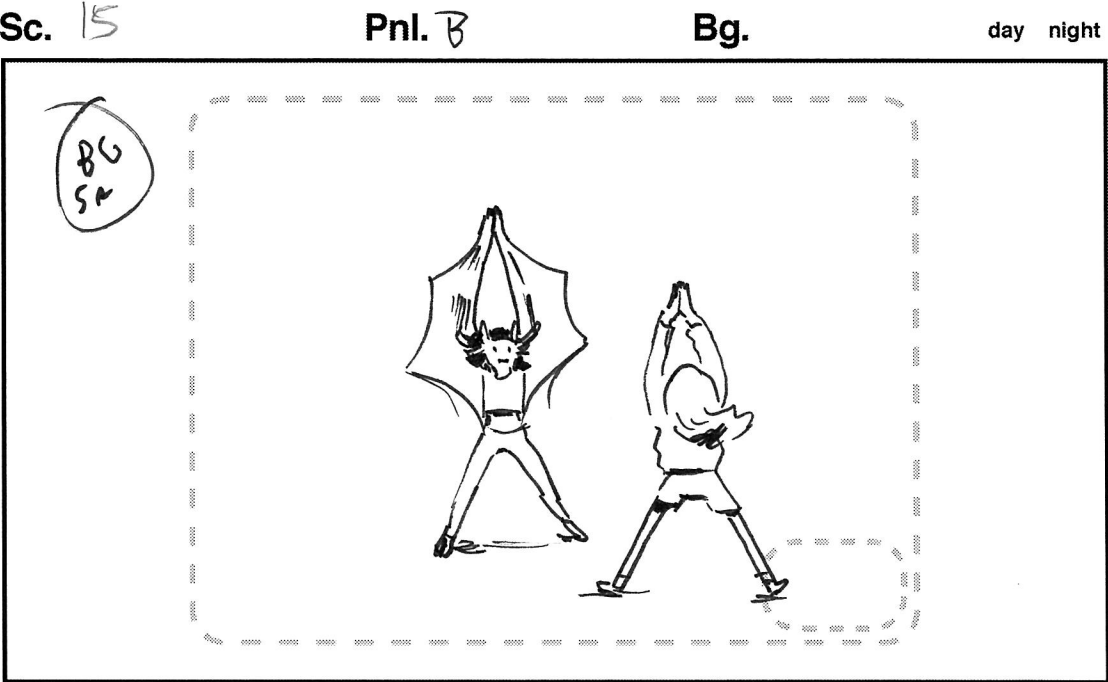
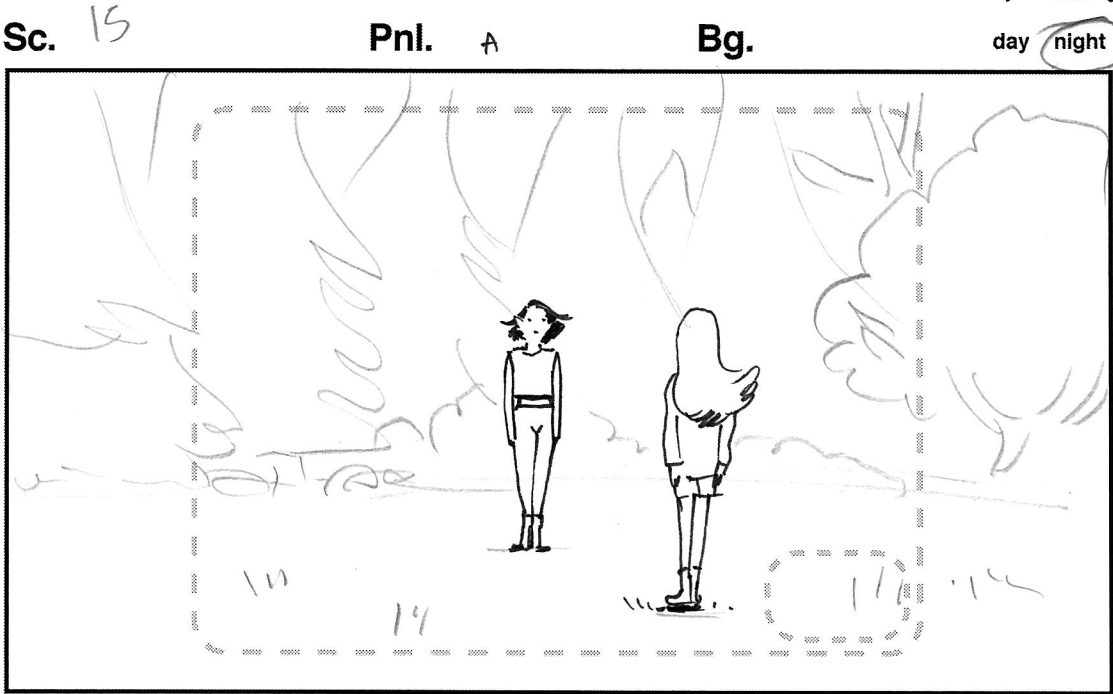
- PEP BUT SLAMS DOOR.

Timing:

EPISODE # 1034-222

Production:

ADVENTURE TIME



Dialog: (PB) (counting Batjacks) 35! 36! 37!

Action: -cycle poses (A) & (B) - night time in forest clearing. As M jumps she transitions half way to bat.

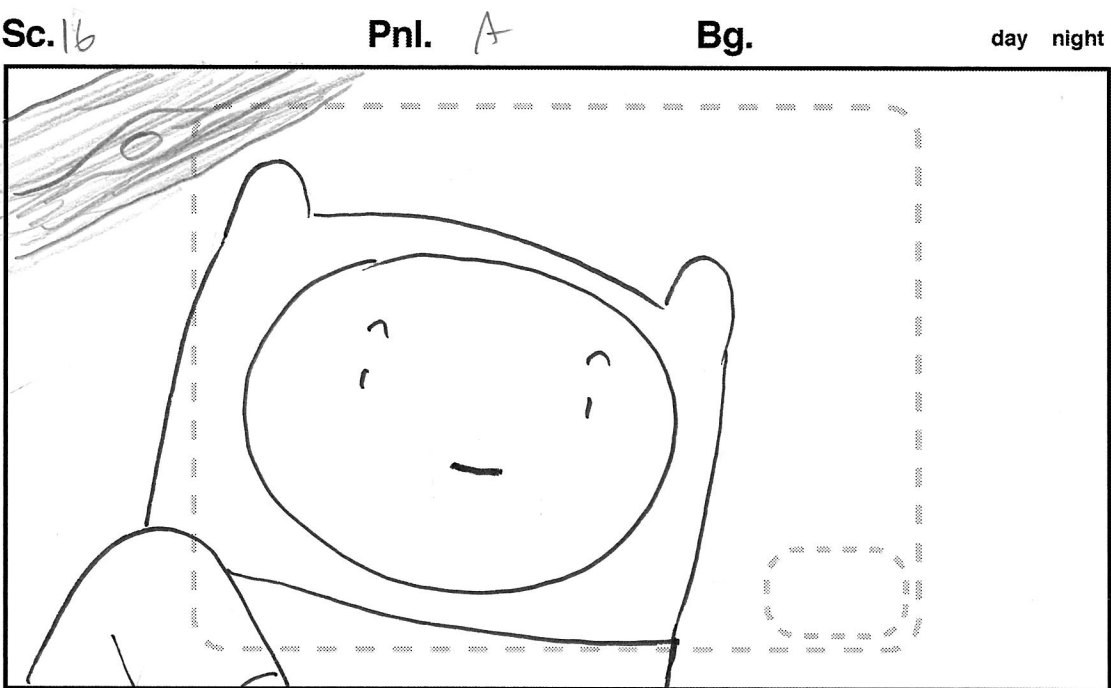
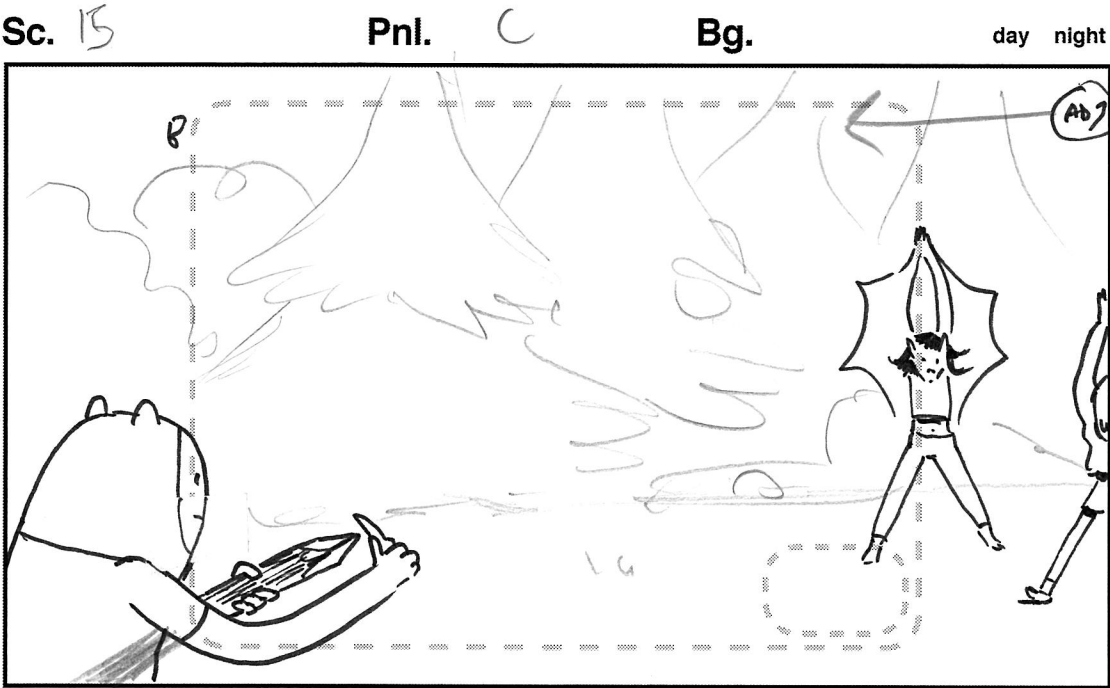
Timing:

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EPISODE #

Production:

ADVENTURE TIME

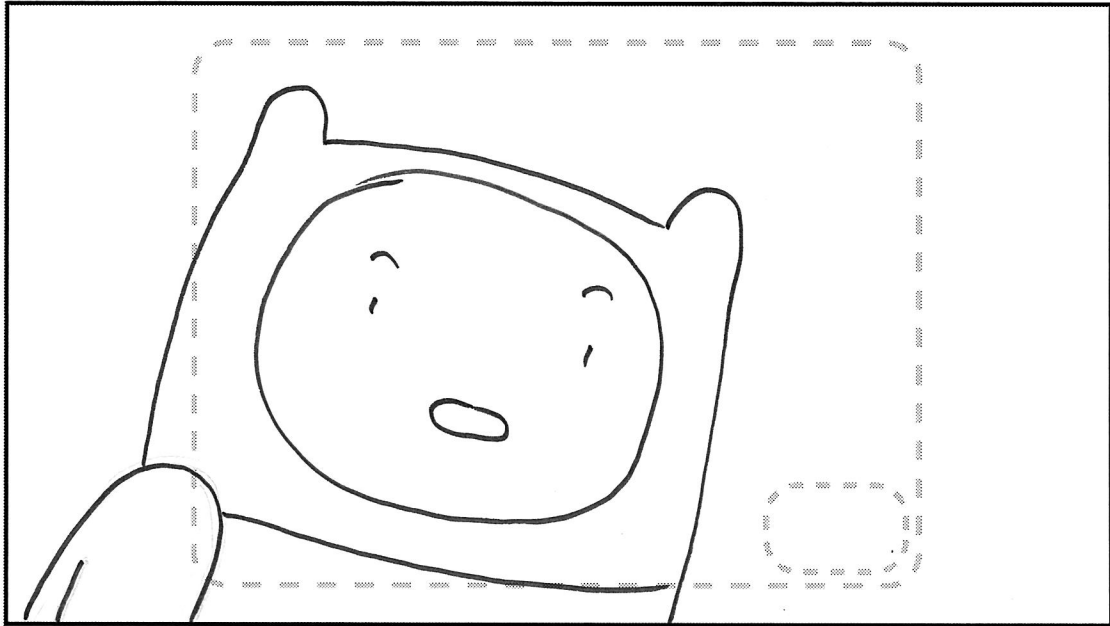


|         |                                       |
|---------|---------------------------------------|
| Dialog: | (PB) (fading out 38! 39..40 41 ...    |
| Action: | - PAN LEFT TO FINN SHARPENING BRANCH. |
| Timing: |                                       |

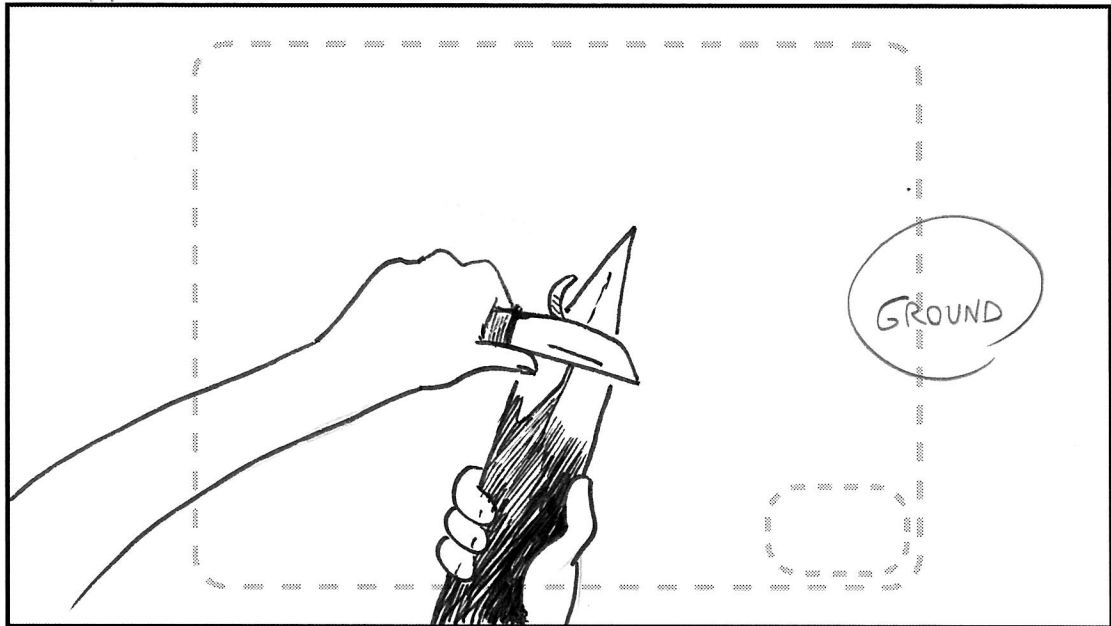
ADVENTURE TIME



Sc. 16 Pnl. B Bg. day night



Sc. 17 Pnl. A Bg. day night



|  |             |
|--|-------------|
| Dial---  |             |
| (F) <sup>↑</sup> Makin --                            | (F) stake - |
| (same rhythm as Jake's "Makin Bacon Pancakes" ditty) |             |
| Acti   |             |
| Timing:  |             |

EPISODE # 1034-222  
Production:

ADVENTURE TIME

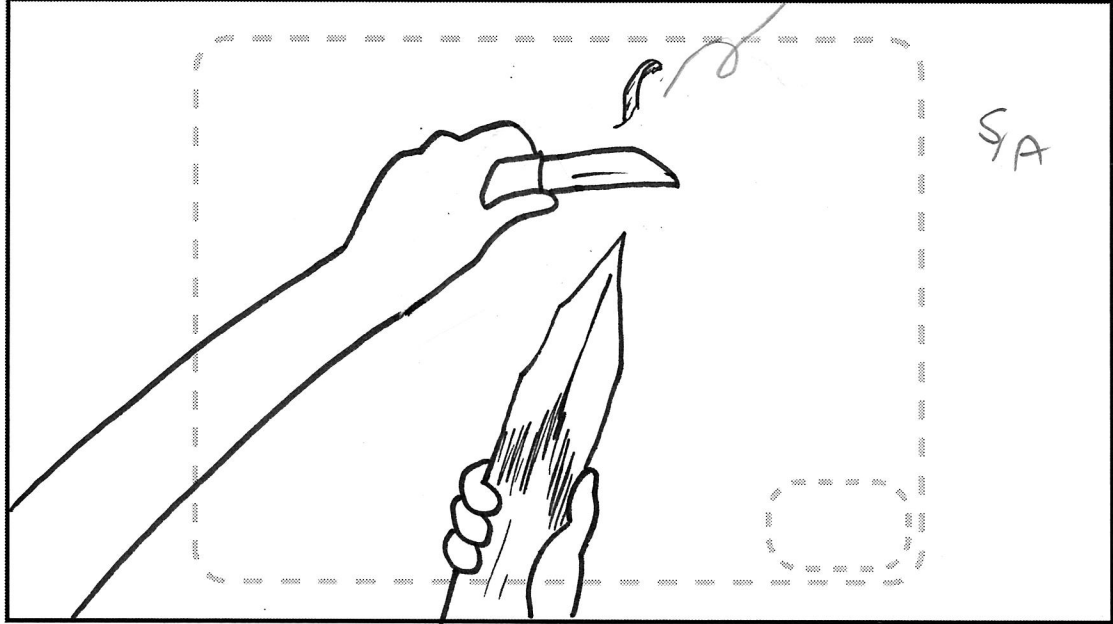


Sc. 17

Pnl. B

Bg.

day night

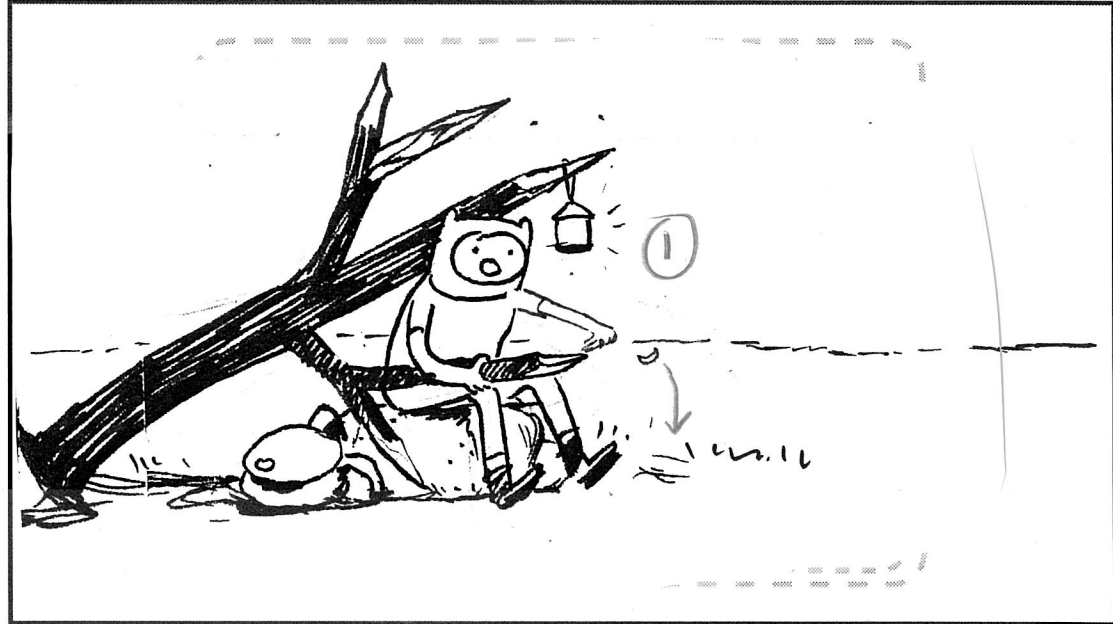



Sc. 18

Pnl. A

Bg.

day night

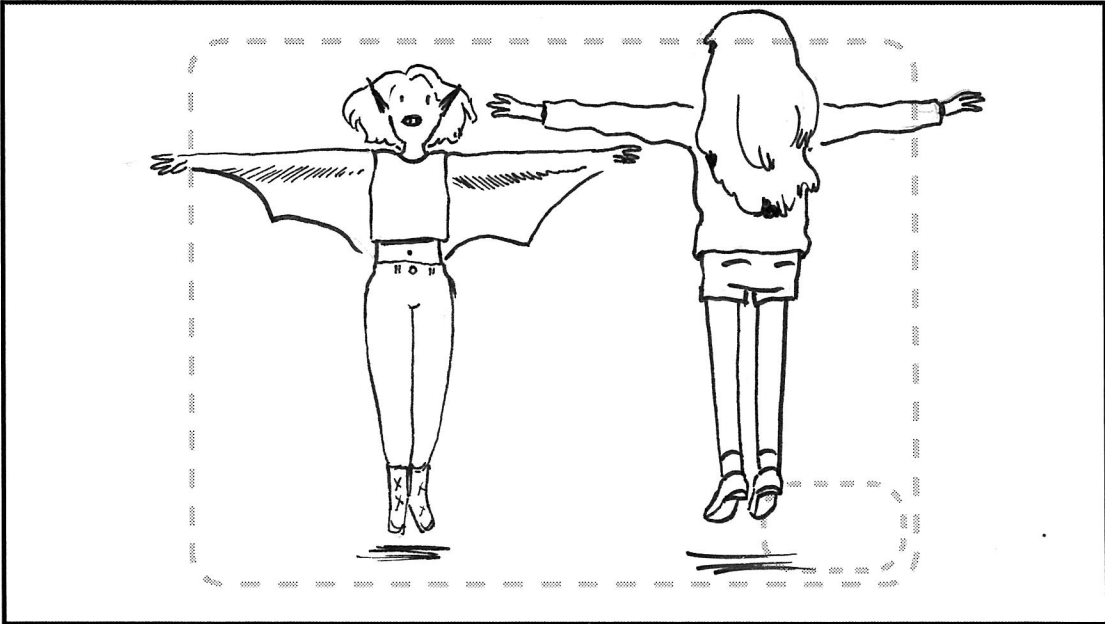
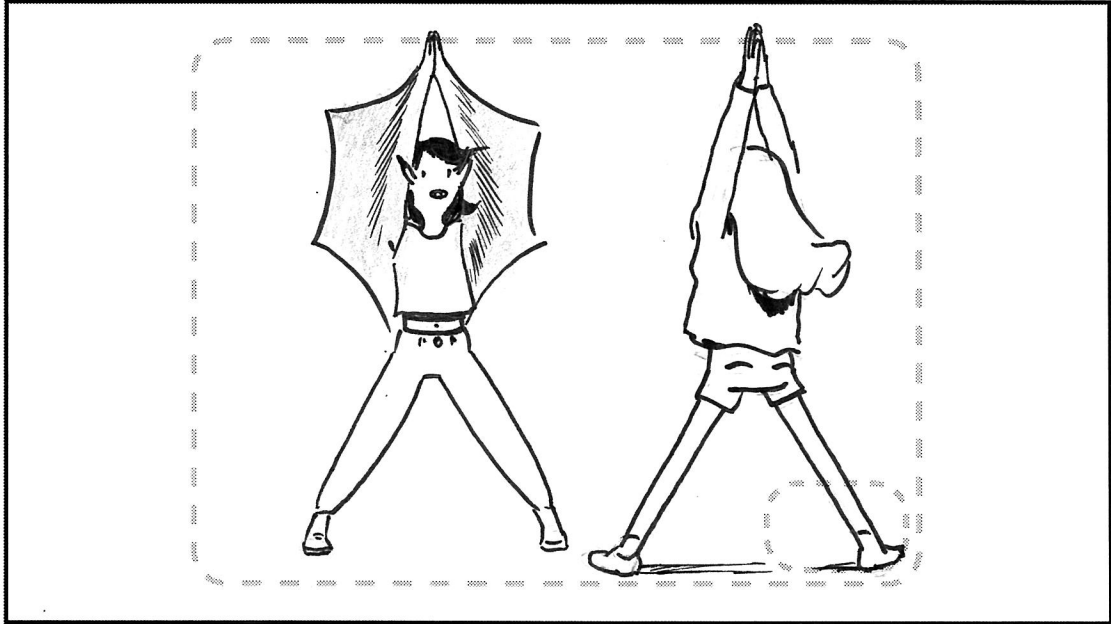


|         |   |   |
|---------|---|---|
| Dialog: | <p>(F) - uhs ♪</p> <p>Sfx: + SMKKK</p> <p>(F) ♪ makin mega-stake-uhs ♪</p>            |   |
| Action: | <p>- FINN WHITTLES</p>  | <p>(2) cycle ①② x 2<br/>shavings fall to ground</p> |
| Timing: |  |   |

ADVENTURE TIME



Sc. 19 Pnl. A Bg. day night Sc. 19 Pnl. B Bg. day night



|         |  |
|---------|--|
| Dialog: | (M) I dreamed about you ...              |
| Action: | cycle (A) (B) (C) while marcy is talking |
| Timing: |  |

EPISODE # 1034-222  
Production:



ADVENTURE TIME

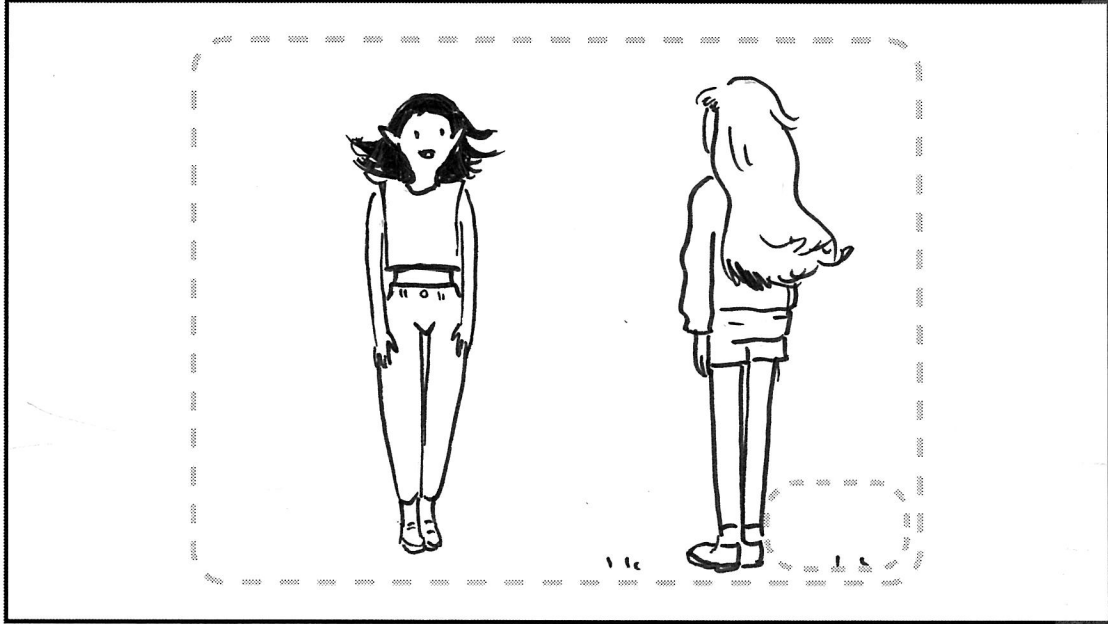


Sc. 19

Pnl. C

Bg.

day night

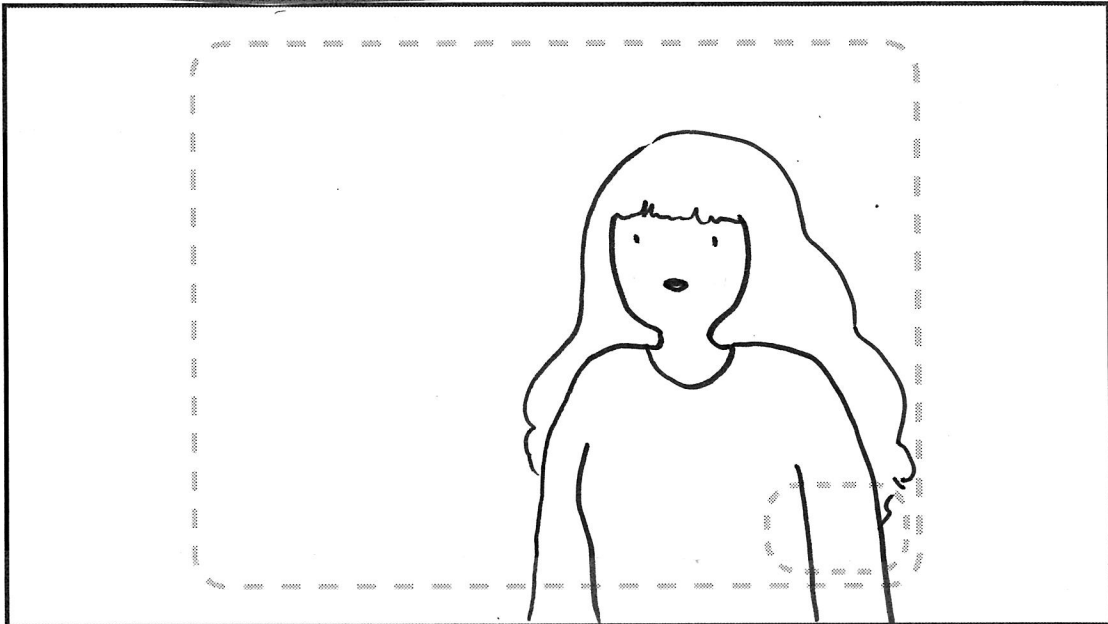


Sc. 20

Pnl. A

Bg.

day night



|  |
|--|
| Dialog:  |
| (M) while I was in my poison coma (M) I WAS ALL OLD AND WITHERED |
| Action:  |
| Timing:  |

EPISODE # 1034-222

Production:

1034'222

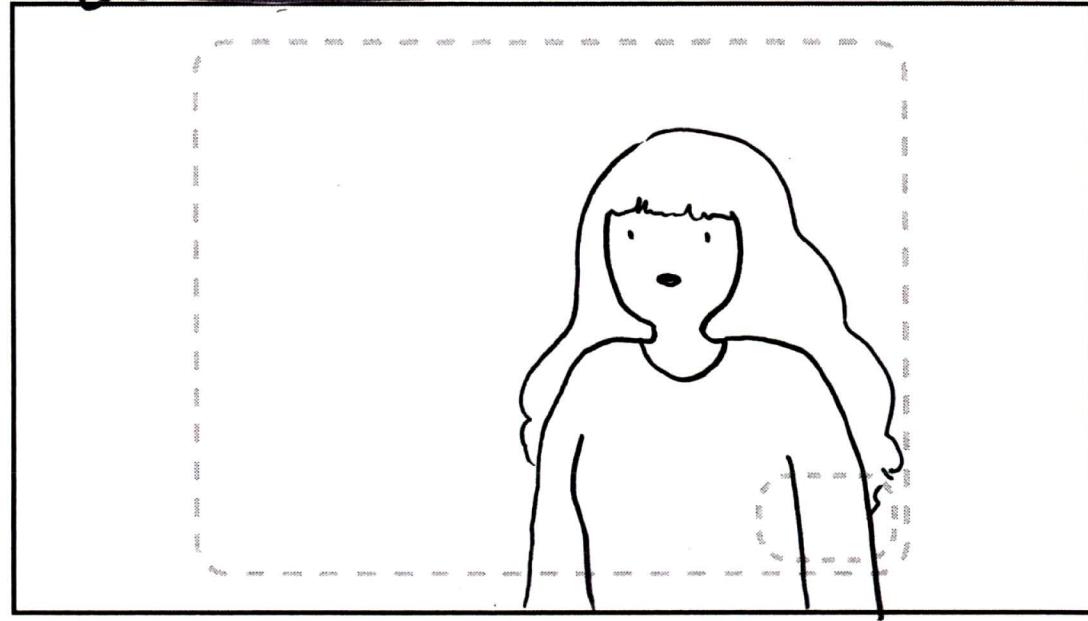
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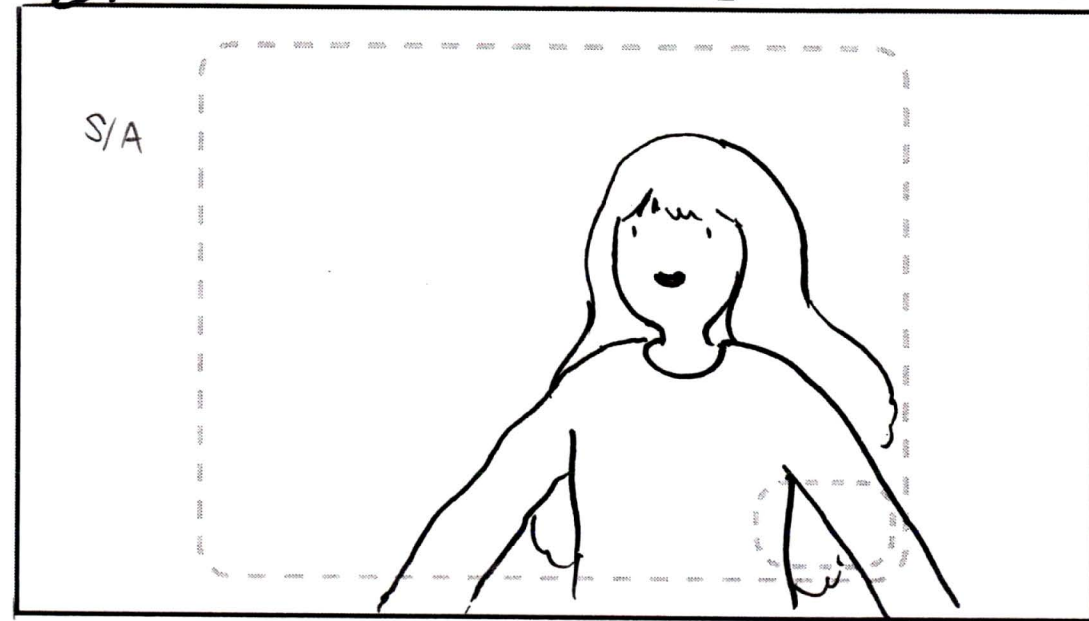


Page 25

Sc. 20 CONT Pnl. B Bg. day night



Sc. 20 CONT Pnl. C Bg. day night



|  |                          |
|--|--------------------------|
| Dialog:                                    |                          |
| (M) (o/s) AND YOU WERE STILL NICE AND PINK | (PB) You think I'm nice? |
| Action:                                    |                          |
| -JUMPING JACKS CONTINUE.                   |                          |
| Timing:                                    |                          |
| MAY 11 2015                                |                          |

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Production:

1034'222

1034/222

ADVENTURE TIME



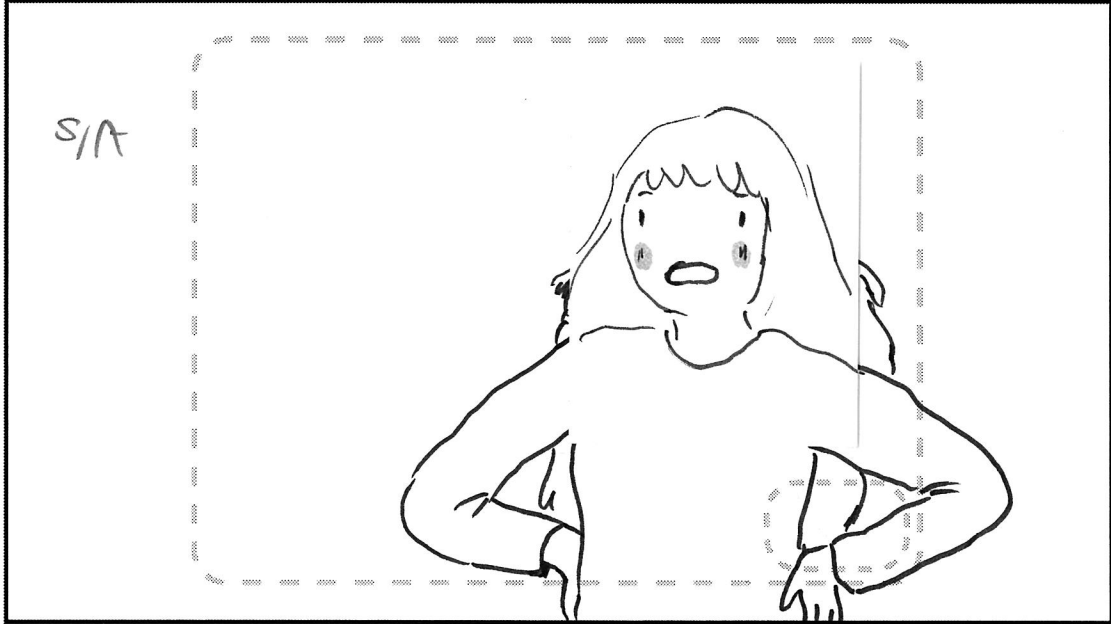
no SC.  
21

Sc. 20

Pnl. D

Bg.

day night

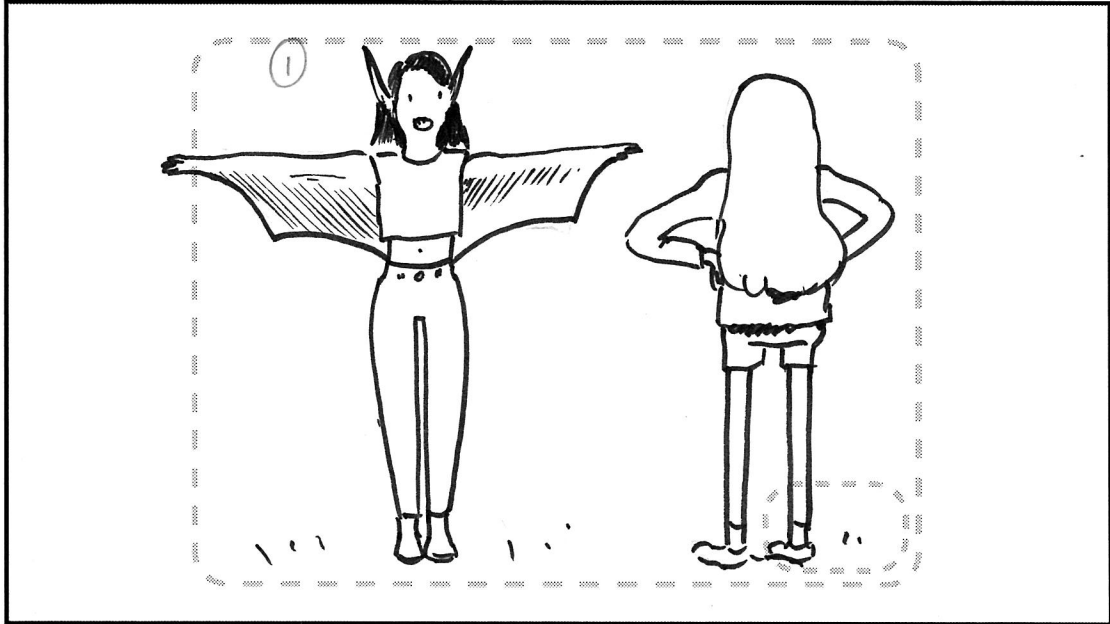


Sc. 22

Pnl. A

Bg.

day night



|   |
|---|
| Dialog:   |
| <p>(18) AW BRAINS, I LOST COUNT. (M) ① that's ok.</p> |
| Action:   |
| Timing:   |

EPISODE # 1034-222

Production:

ADVENTURE TIME



Sc. 22 Pnl. B Bg. day night

S/A

Sc. 22 Pnl. C Bg. day night

S/A

Dialog: (M) I'm done with bat jacks ... (M) I have a weird feeling in my tums

Action: -M SHIFTS BACK TO NORMAL.

Timing:

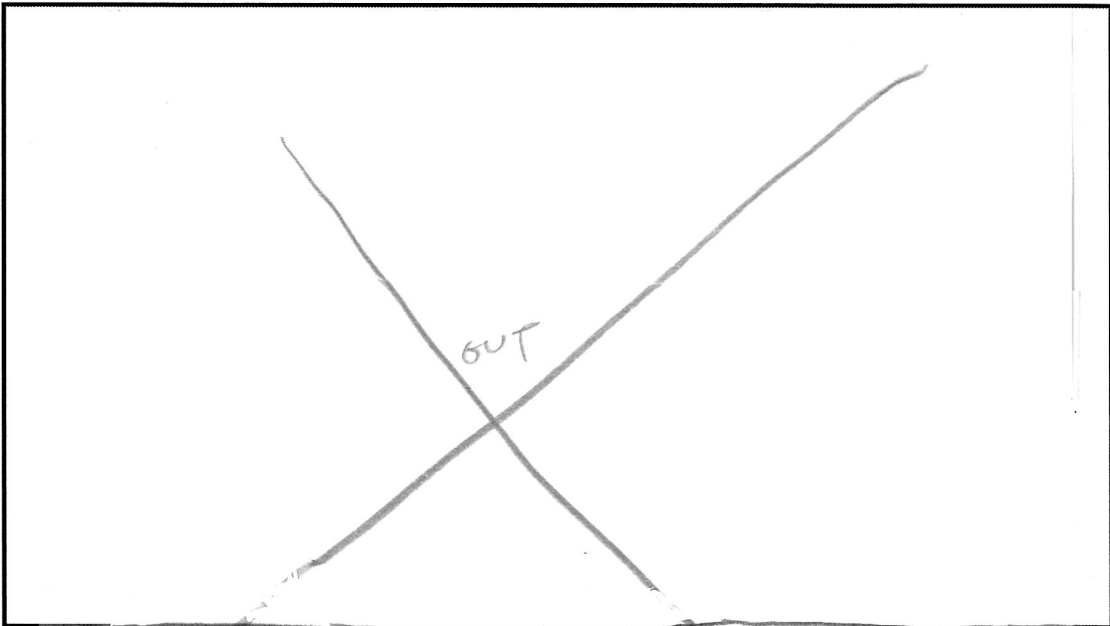
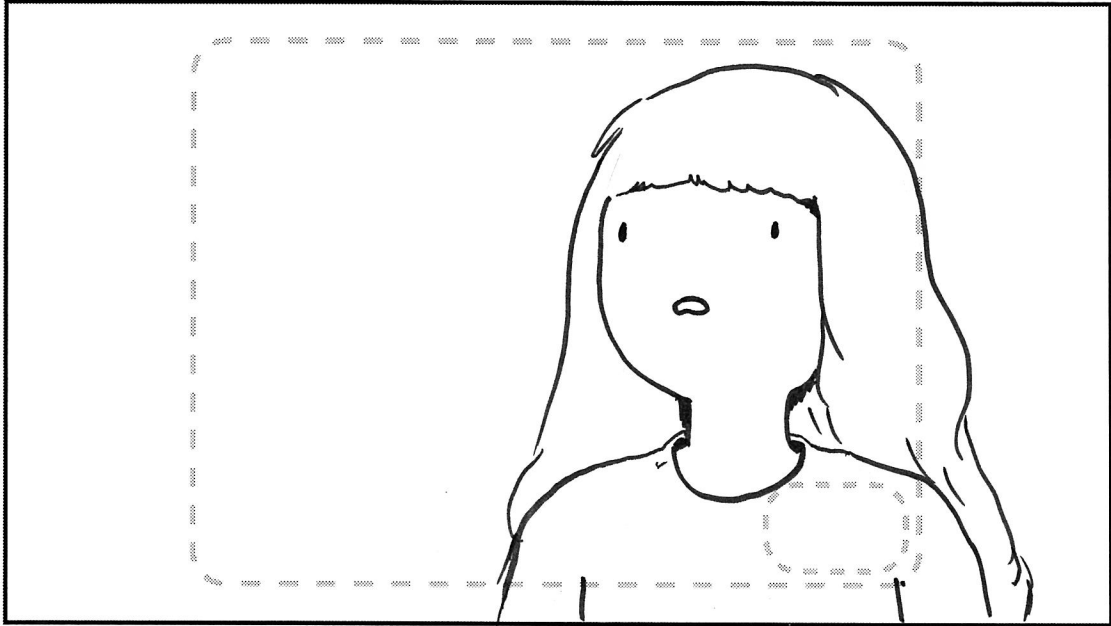
EPISODE # 1034-222

Production:

# ADVENTURE TIME



Sc. 23 Pnl. A Bg. day night Sc. Pnl. Bg. day night



|         |   |
|---------|---|
| Dialog: | <div>PK</div> cause you're scared of the<br>VAMPIRE KING? |
| Action: |   |
| Timing: |   |

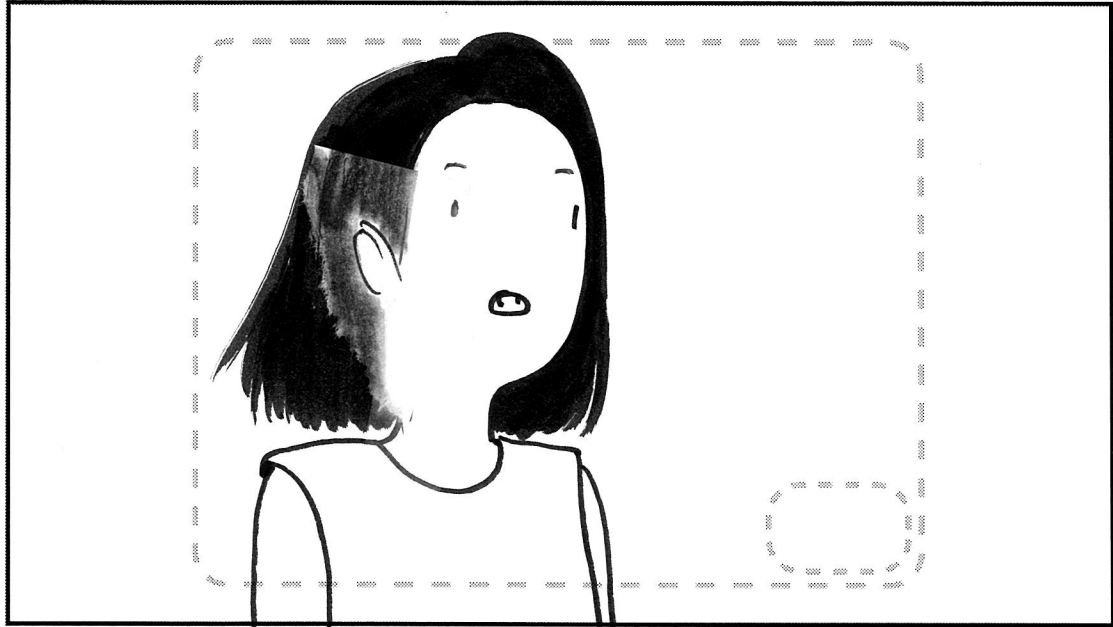
EPISODE # 1034-222

Production:

ADVENTURE TIME



Sc. 24 Pnl. A Bg. day night



Sc. 24 Pnl. B Bg. day night



|         |   |
|---------|---|
| Dialog: | (M) No, it isn't fear - I know what <u>that</u> feels like, (M) S O,, |
| Action: |   |
| Timing: |   |

EPISODE # 1034-222  
Production:

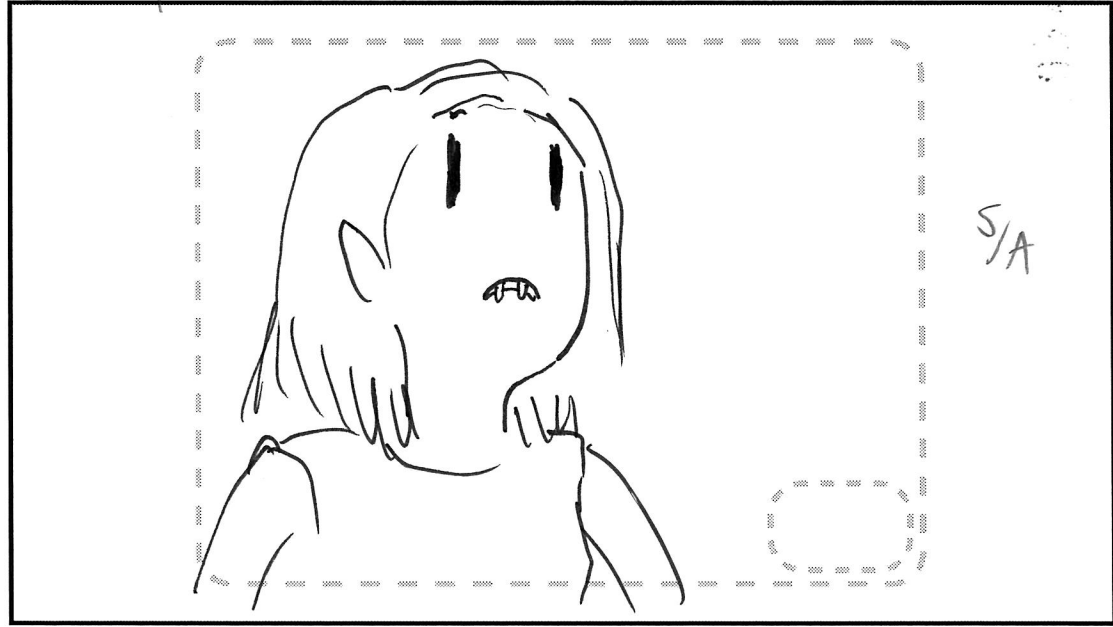
ADVENTURE TIME



Sc. 24 Pnl. C Bg. day night



Sc. 24 Pnl. D Bg. day night



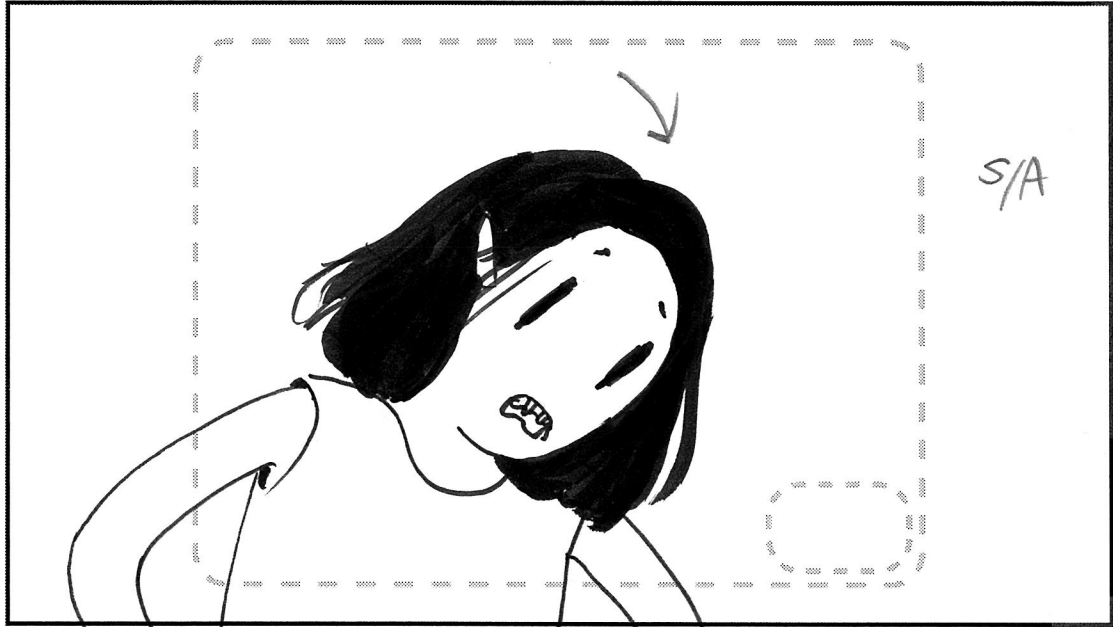
|         |                       |                              |
|---------|-----------------------|------------------------------|
| Dialog: | (M) maybe, it's love? | (Sfx) Grrrowwwrrrrrrghhrrrr. |
| Action: | -M's STOMACH GROWLS   |                              |
| Timing: |                       |                              |

EPISODE # 1034-222  
Production:

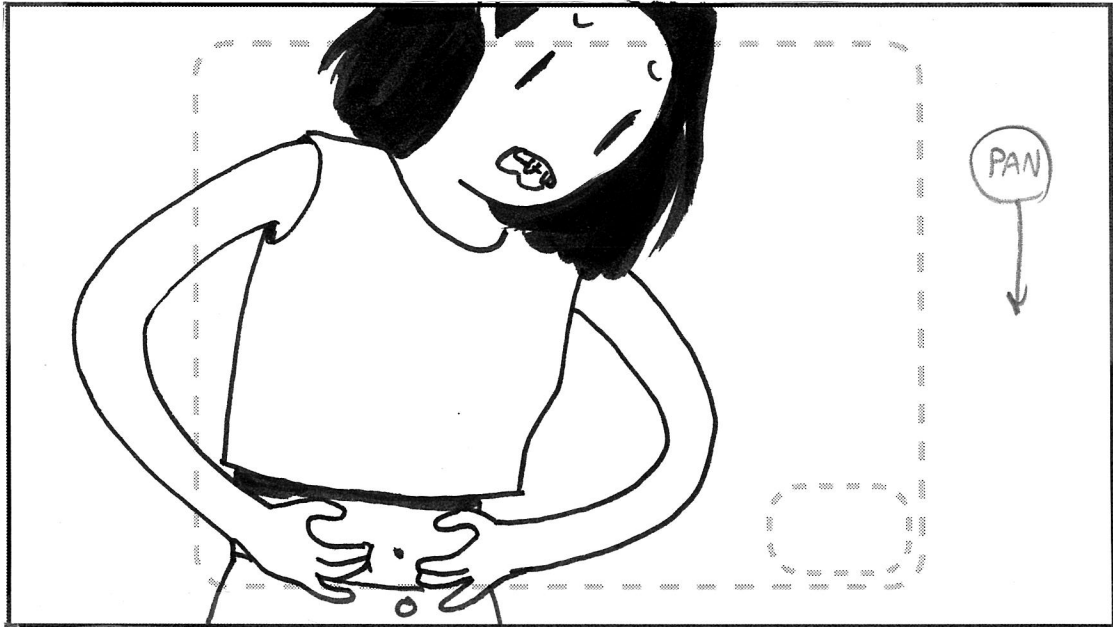
ADVENTURE TIME



Sc. 24 Pnl. E Bg. day night



Sc. 24 Pnl. F Bg. day night



Dialog: (M) Ahhh! what is it?!

SFX: \* RRRRR RGHGL \*

Action: - PAN DOWN TO M'S STOMACH, - STILL GROWLING

Timing:

EPISODE # 1034-222 Production:



ADVENTURE TIME

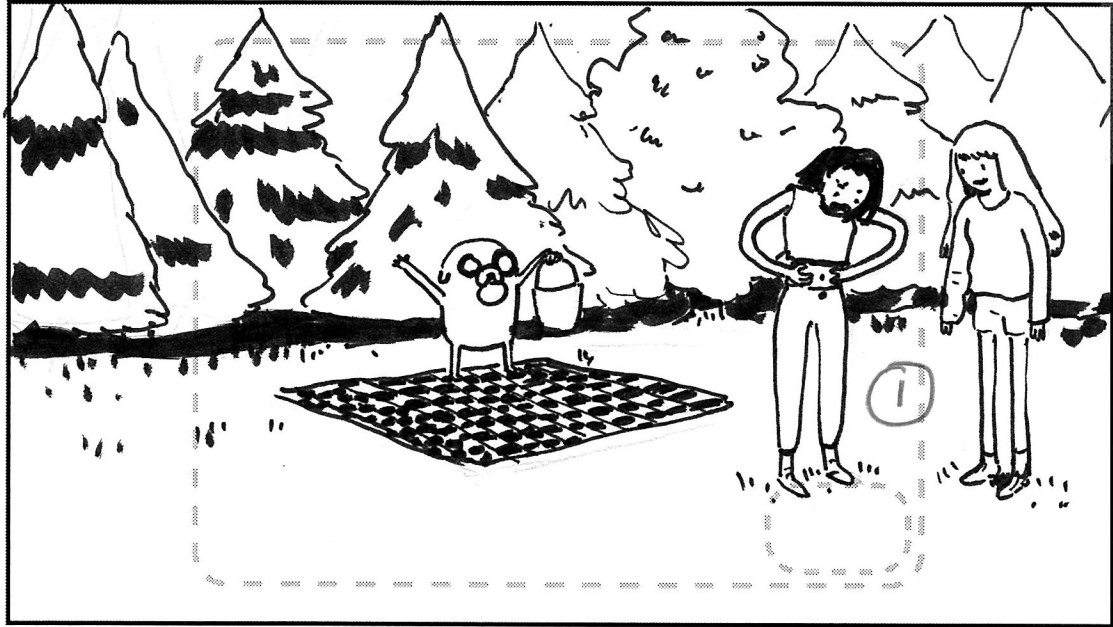


Sc. 25

Pnl. A

Bg.

day night

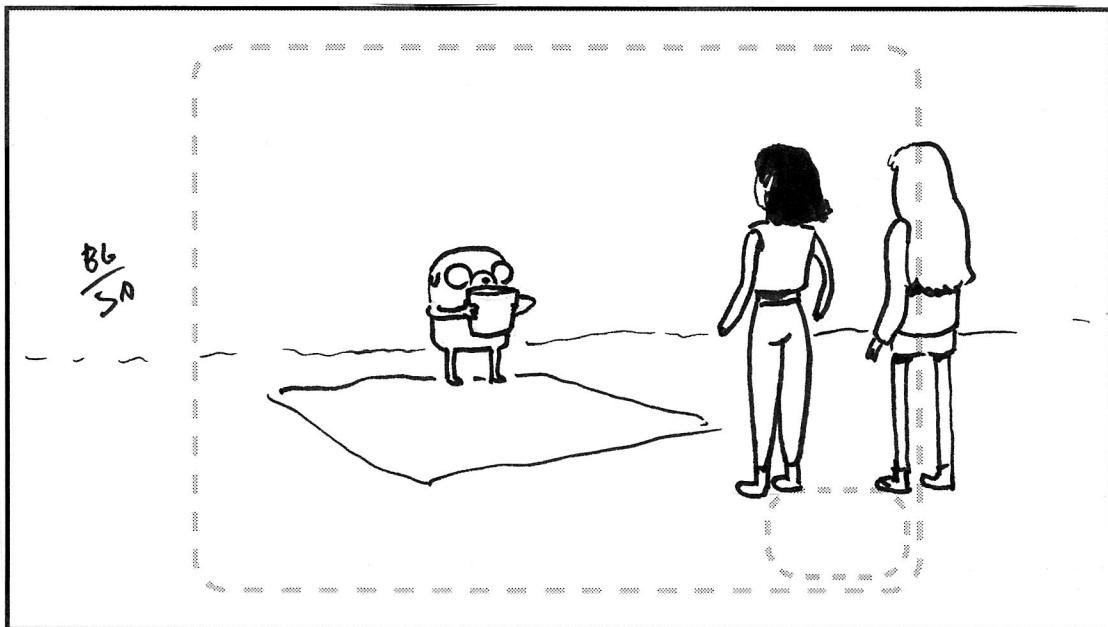


Sc. 25

Pnl. B

Bg.

day night



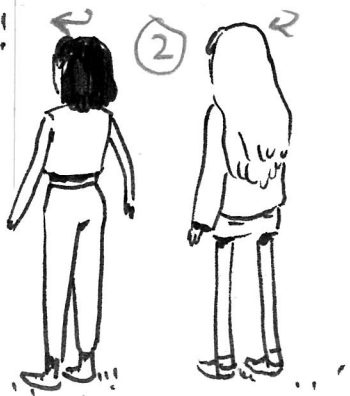
Dialog:

① It's the herald of  
a new snack dawn!

Action:

- RB + M TURN

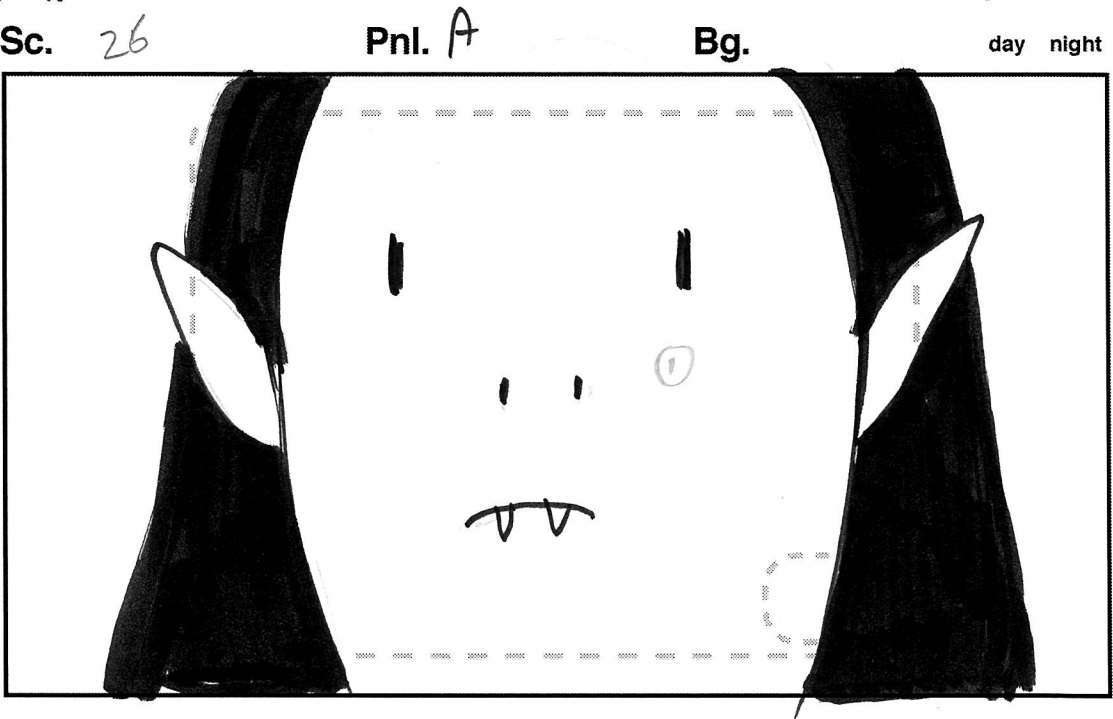
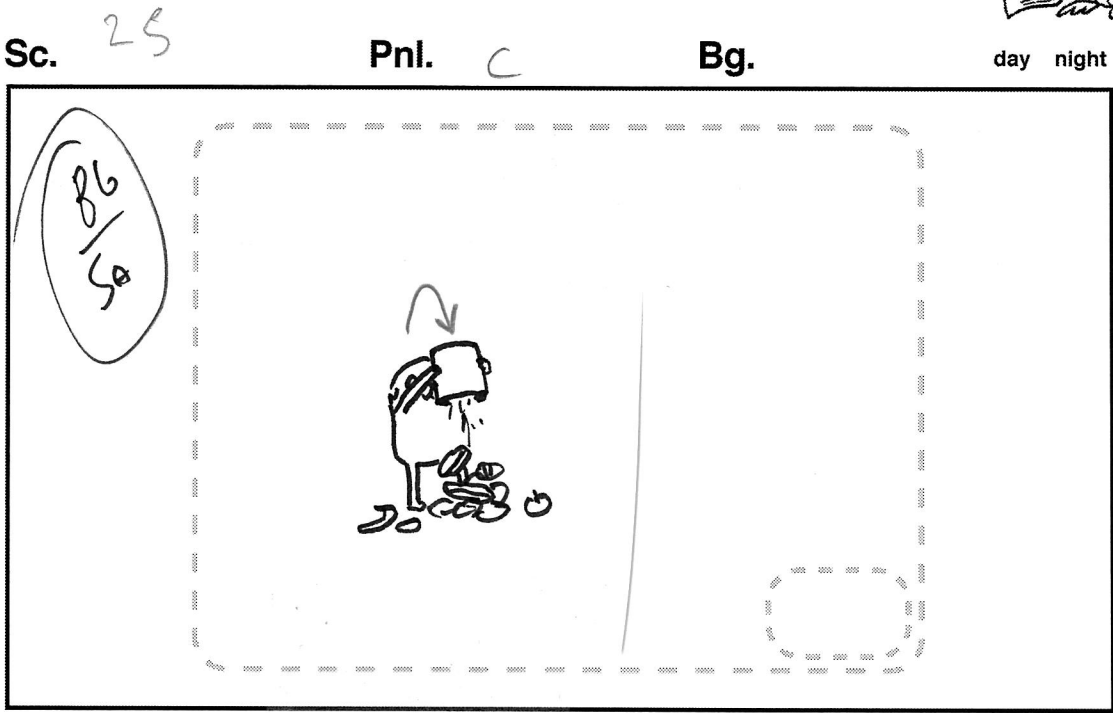
Timing:



EPISODE # 1034-222

Production:

ADVENTURE TIME



|         |   |
|---------|---|
| Dialog: | (M) Sniff sniff   |
| Action: | - J. DUMPS OUT LUNCH PAIL.<br><br>(1) (2) nostrils flare<br>cycle (1) (2) x 2 |
| Timing: |   |

EPISODE # 1034-222

Production:

# ADVENTURE TIME



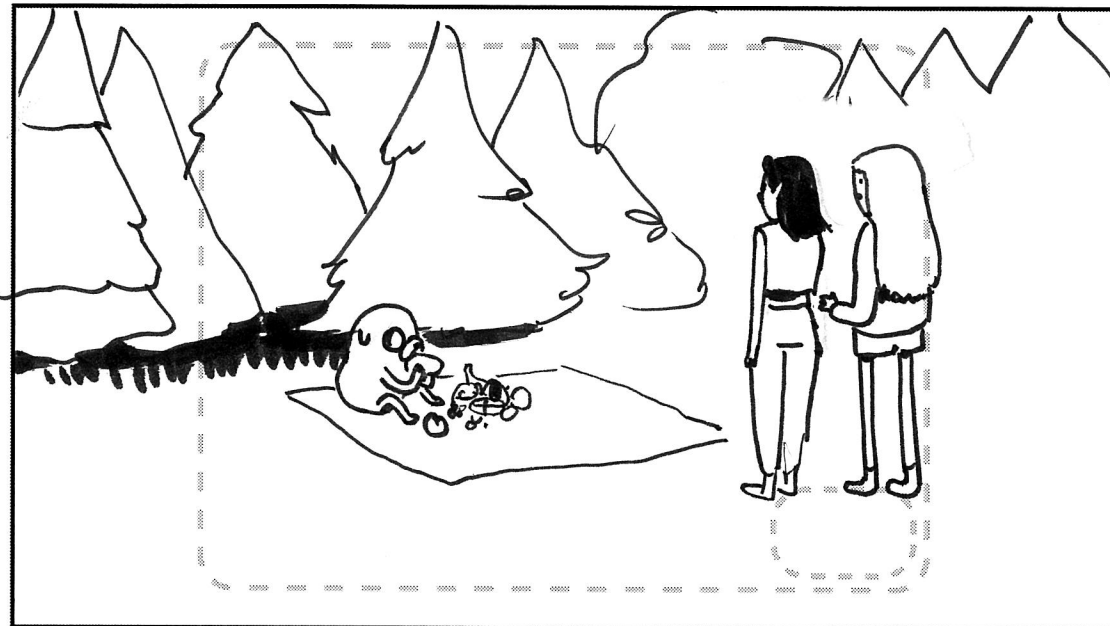
Page 34

Sc. 27

Pnl. A

Bg.

day night

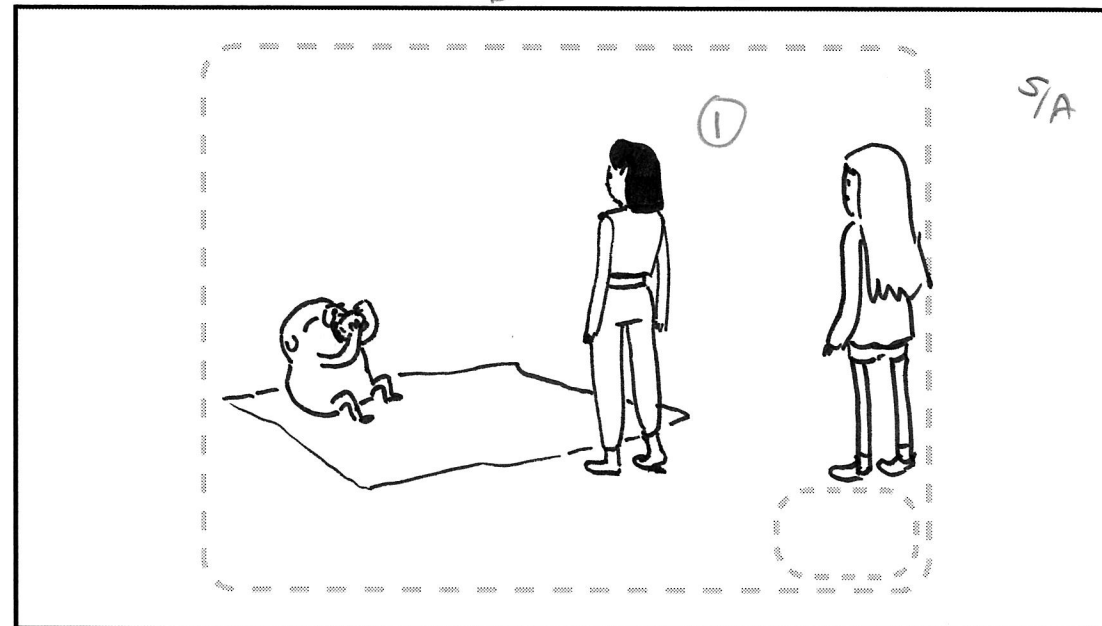


Sc. 27

Pnl. B

Bg.

day night



Dialog:

(PB) I arranged a little snacky snack-- (PB) for the team

(J) MUNCHING

(M) Hmm...

Action:

-J. IS EATING SNACKS.

Timing:



(2) M. FLOATS TOWARDS SNACKS.

EPISODE # 1034-222

Production:

No Sc. 28

ADVENTURE TIME



Sc. 29 Pnl. A Bg. day night



Sc. 29 Pnl. B Bg. day night



|                                      |
|--------------------------------------|
| Dialog:                              |
| (J) (Mouth full) I love you Bonnibel |
| Action:                              |
| Timing:                              |

EPISODE # 1034-222

Production:

ADVENTURE TIME

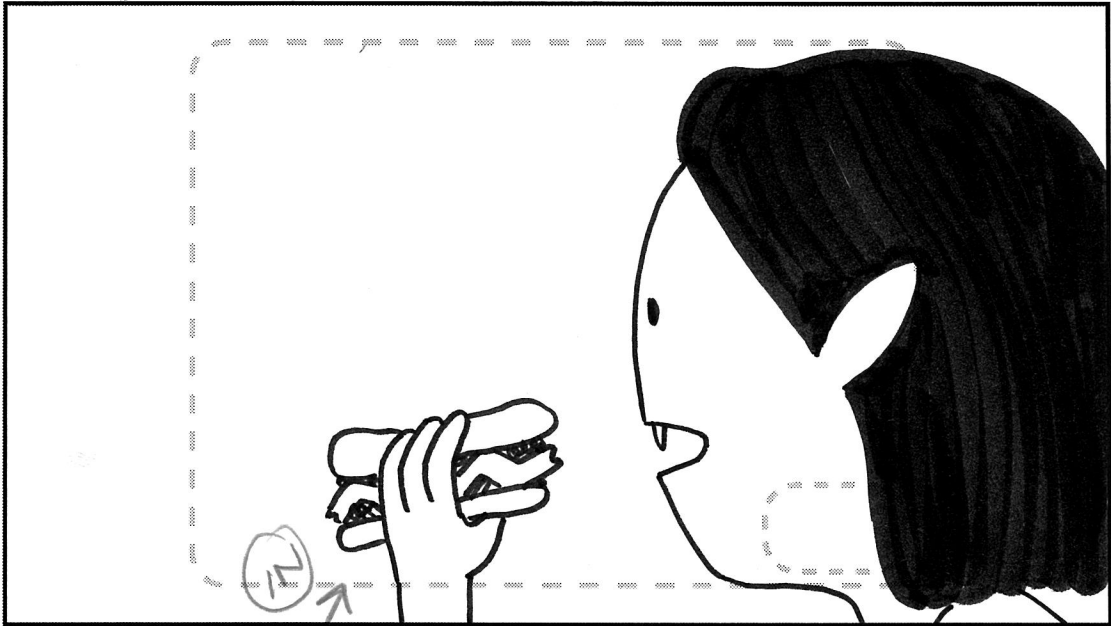


Sc. 30

Pnl. A

Bg.

day night

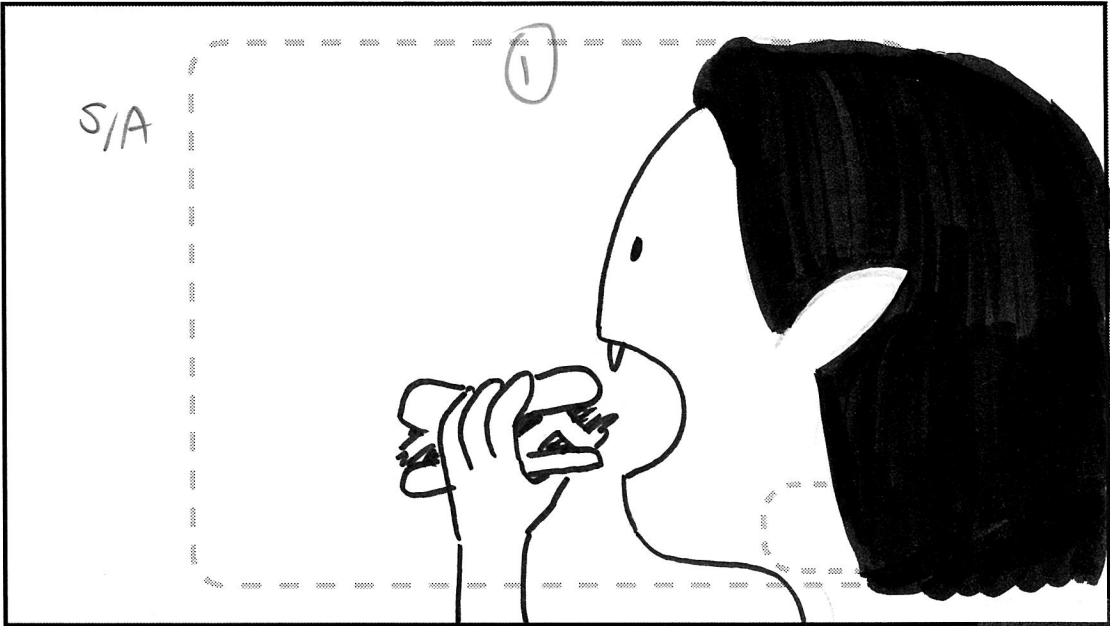


Sc. 30

Pnl. B

Bg.

day night



Dialog:

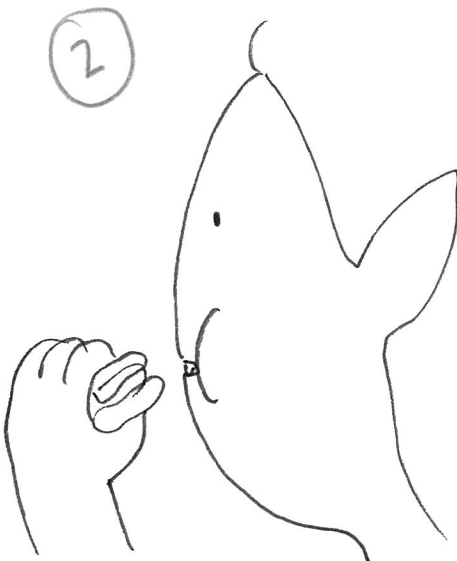
(M) Me too, Bonnibel.

Action:

- M. HOLDS UP SANDWICH,

M. TAKES  
A BITE.

Timing:



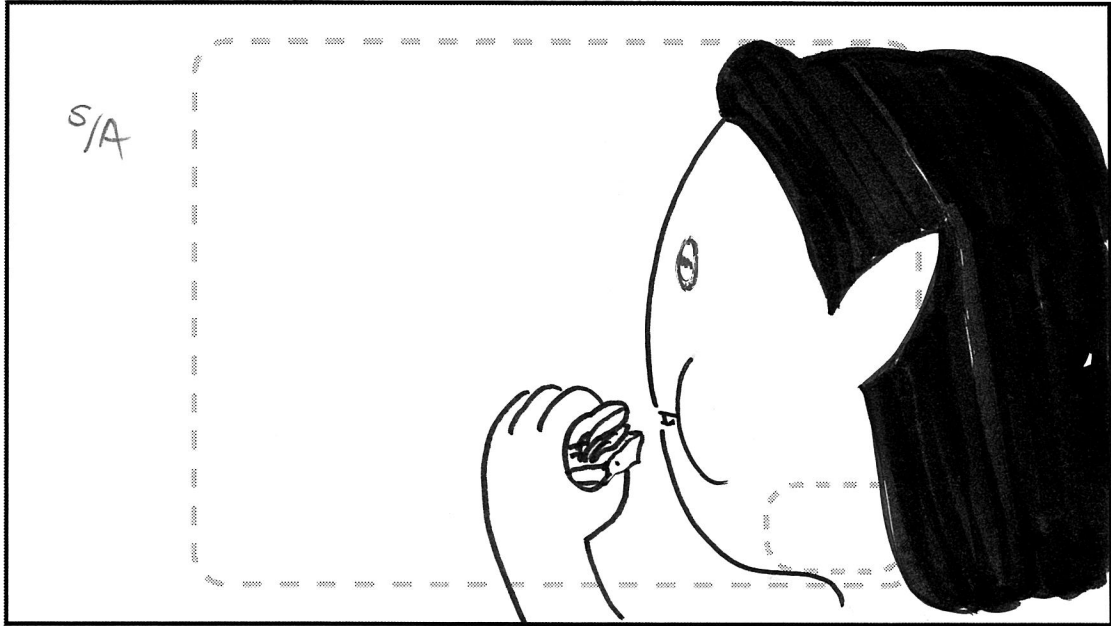
EPISODE # 1034-222

Production:

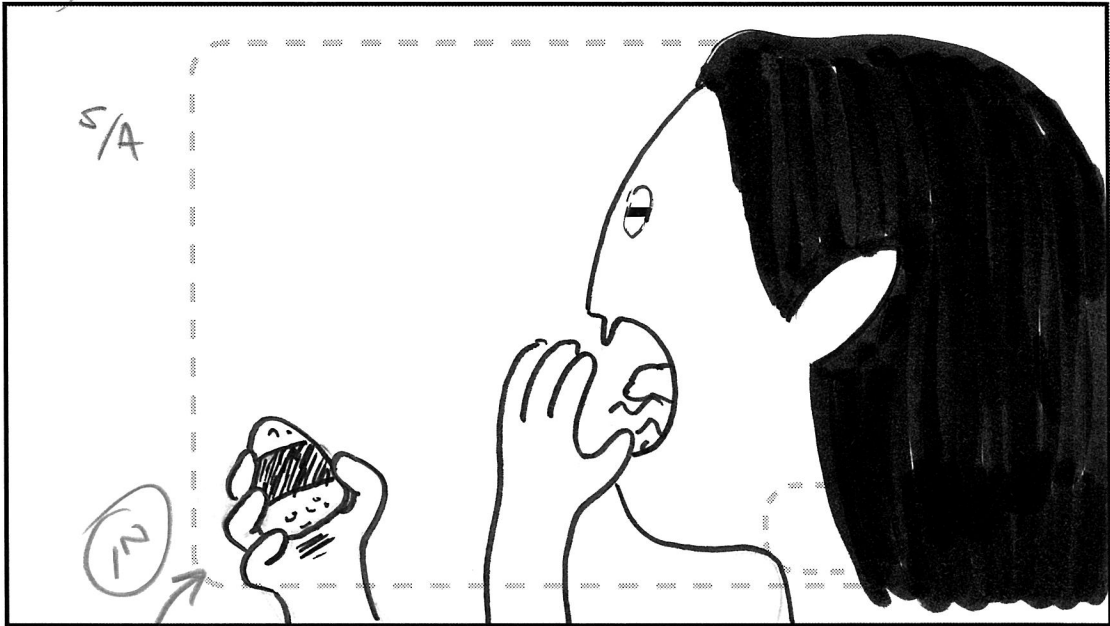
ADVENTURE TIME



Sc. 30 Pnl. C Bg. day night



Sc. 30 Pnl. D Bg. day night



|                   |
|-------------------|
| Dialog:           |
| eatg<br>sfx 6lump |
| Action:           |
| Timing:           |

EPISODE # 1034-222

Production:

# ADVENTURE TIME

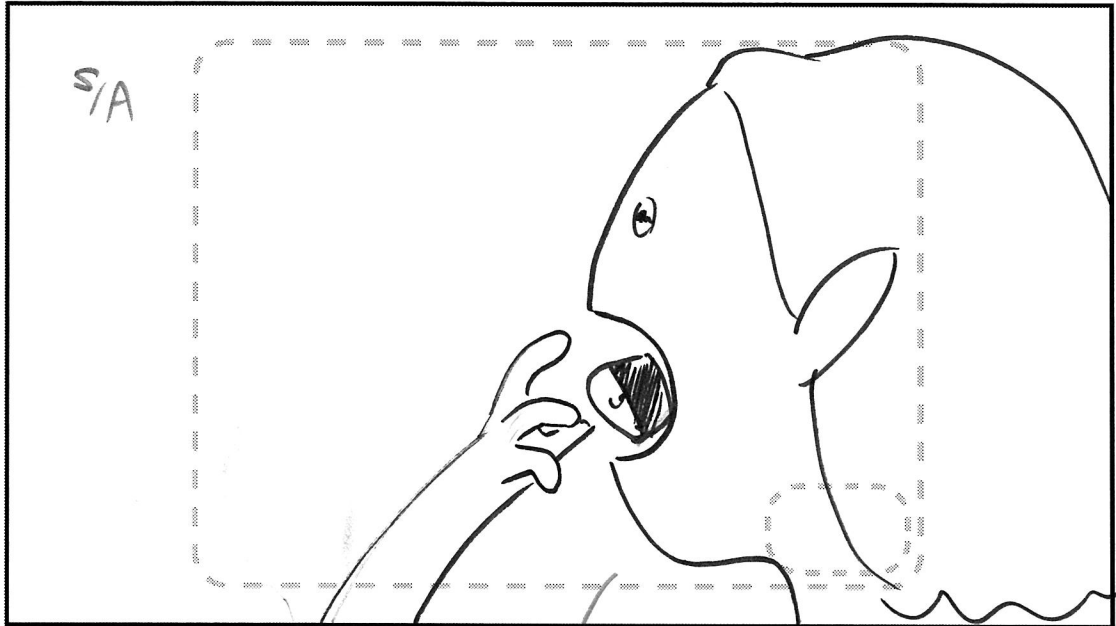


Sc. 30

Pnl. E

Bg.

day night

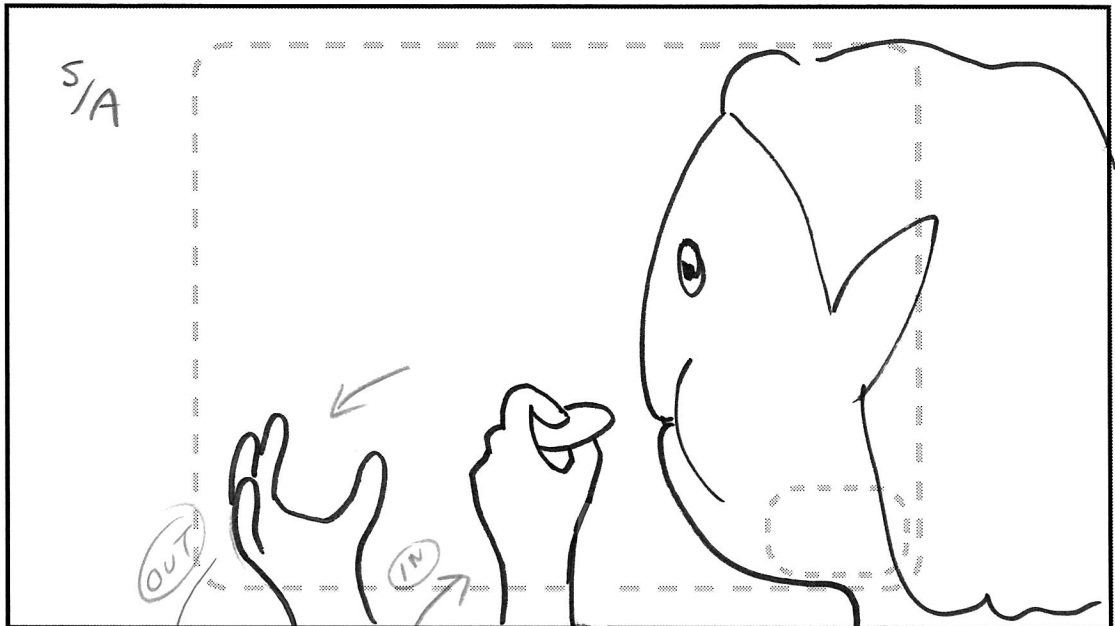


Sc. 30

Pnl. F

Bg.

day night



|         |                    |
|---------|--------------------|
| Dialog: | (eating Sfx) yawmp |
| Action: |                    |
| Timing: |                    |

EPISODE # 1034-222

Production:

ADVENTURE TIME

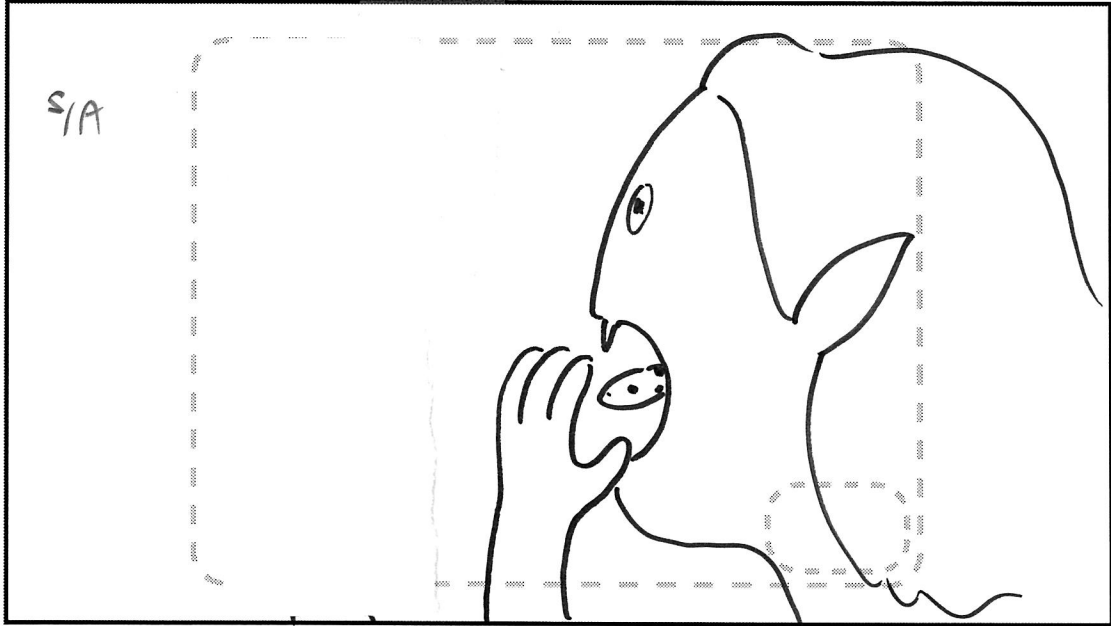


Sc. 36

Pnl. 6

Bg.

day night

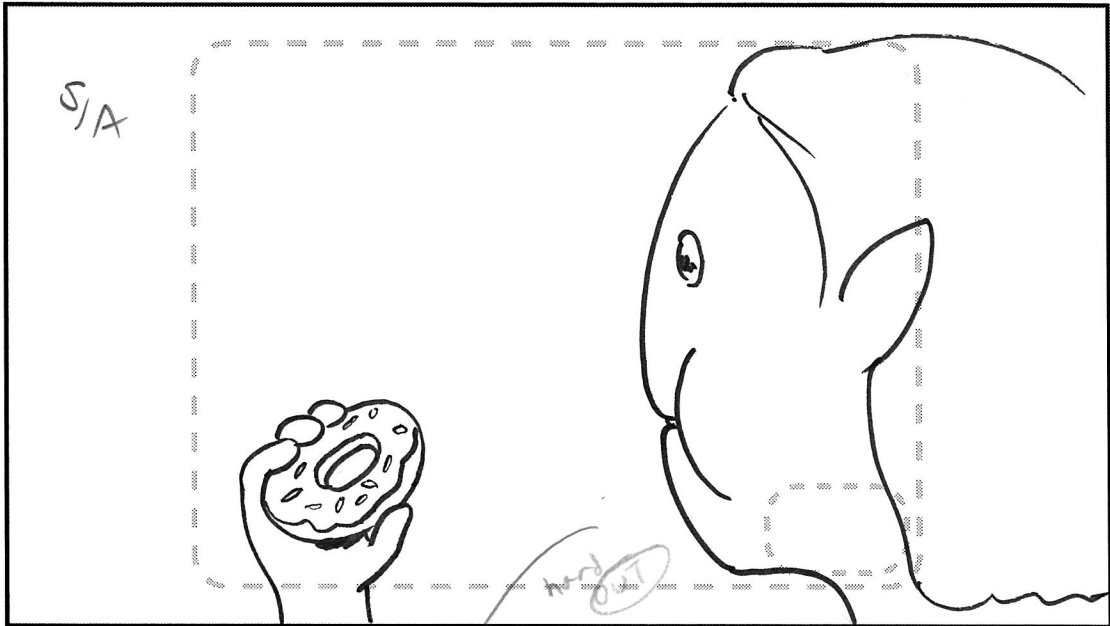


Sc. 30

Pnl. 14

Bg.

day night



|         |                    |
|---------|--------------------|
| Dialog: | yump , mump —————→ |
| Action: | - speed up eating  |
| Timing: |                    |

EPISODE # 1034-222

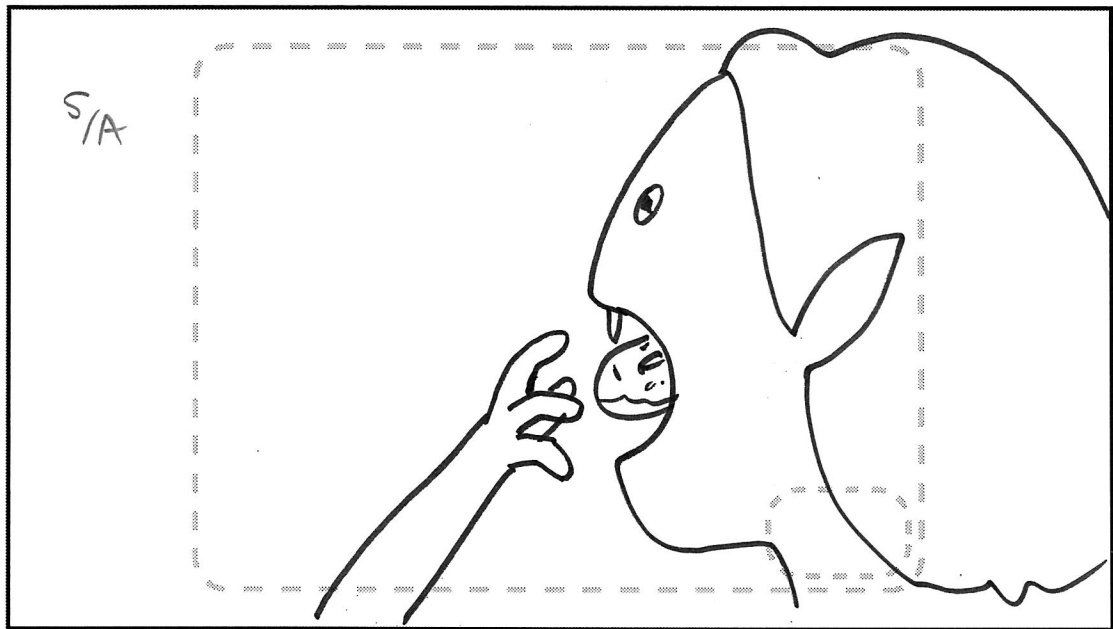
Production:



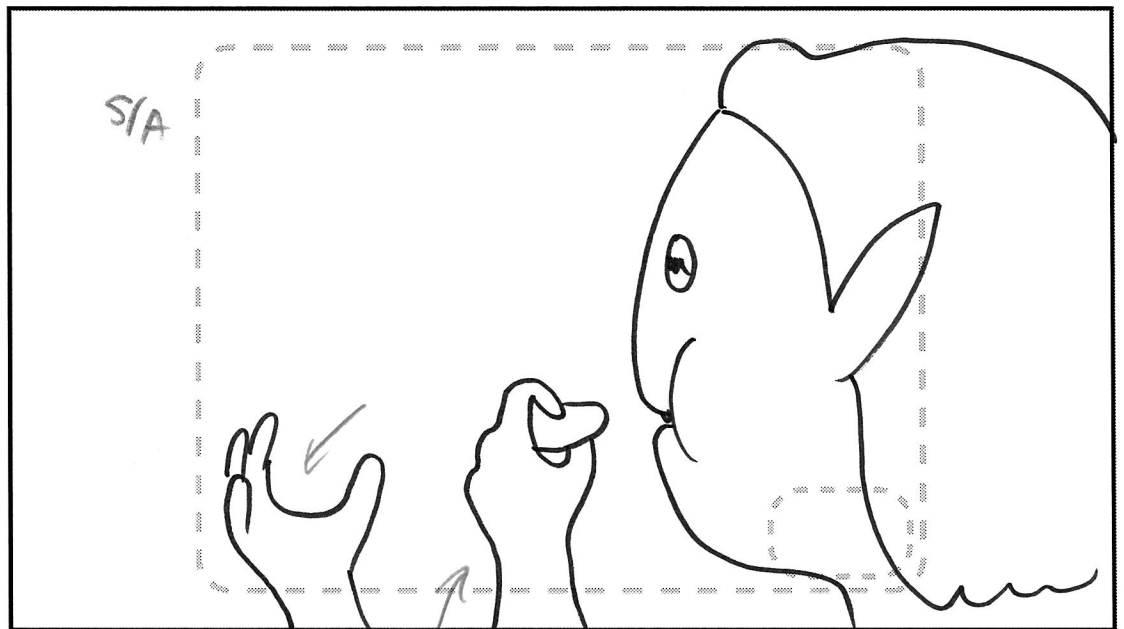
ADVENTURE TIME



Sc. 30 Pnl. 1 Bg. day night



Sc. 30 Pnl. 2 Bg. day night



|         |                            |
|---------|----------------------------|
| Dialog: | eating sfx<br>Glump, Glump |
| Action: | ( Speed up eating )        |
| Timing: |                            |

EPISODE # 1034-222  
Production:

# ADVENTURE TIME



Page 41

Pnl. K

Bg.

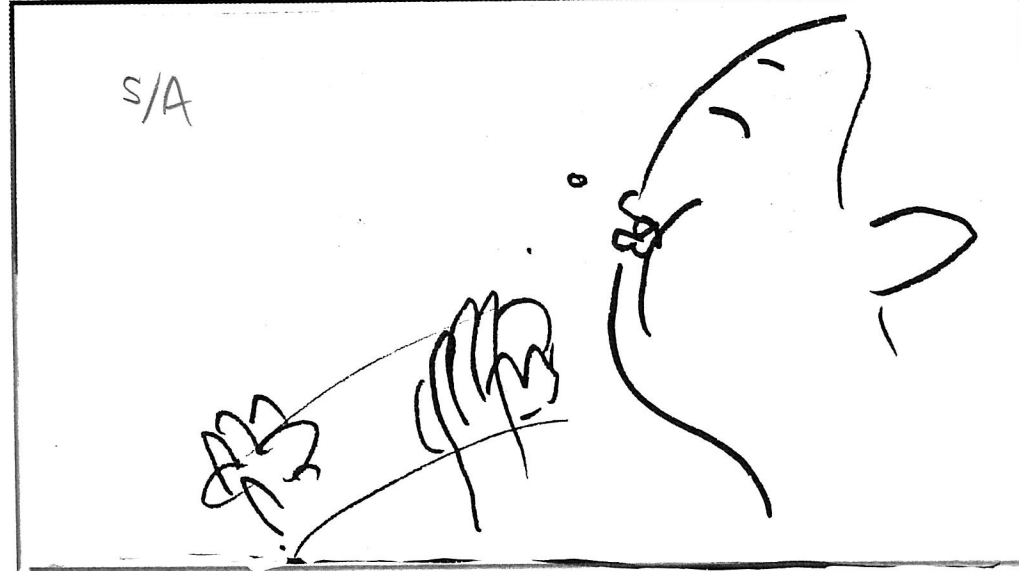
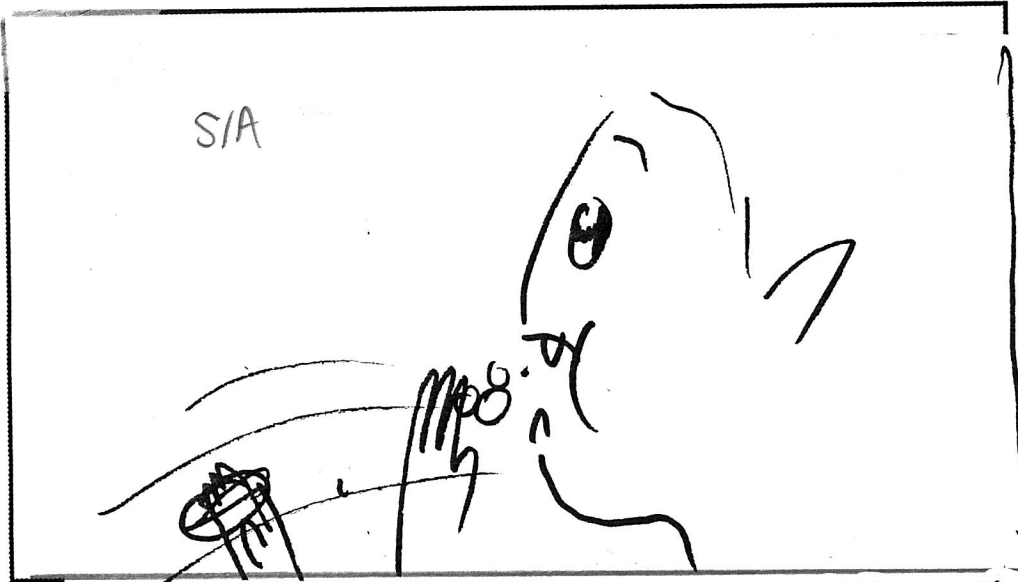
day night

Sc. 30

Pnl. L

Bg.

day night



Dial

(M) Ung!

Acti

(M) [grunt]

(MOUTH FULL)

F D O O D ...

Timing:

EPISODE #

1034-222

Production:

# ADVENTURE TIME



Sc. 30 Pnl. M Bg. day night



Dialc

Action

M. FALLS BACK OFF/S.

Timing:

Sc. 31 Pnl. A Bg. day night



(m) holy macaroni

- M. LIES ON PICNIC BLANKET.

EPISODE # 1034-222

Production:

# ADVENTURE TIME



Page 43

Sc. 31

Pnl. B

Bg.

PB

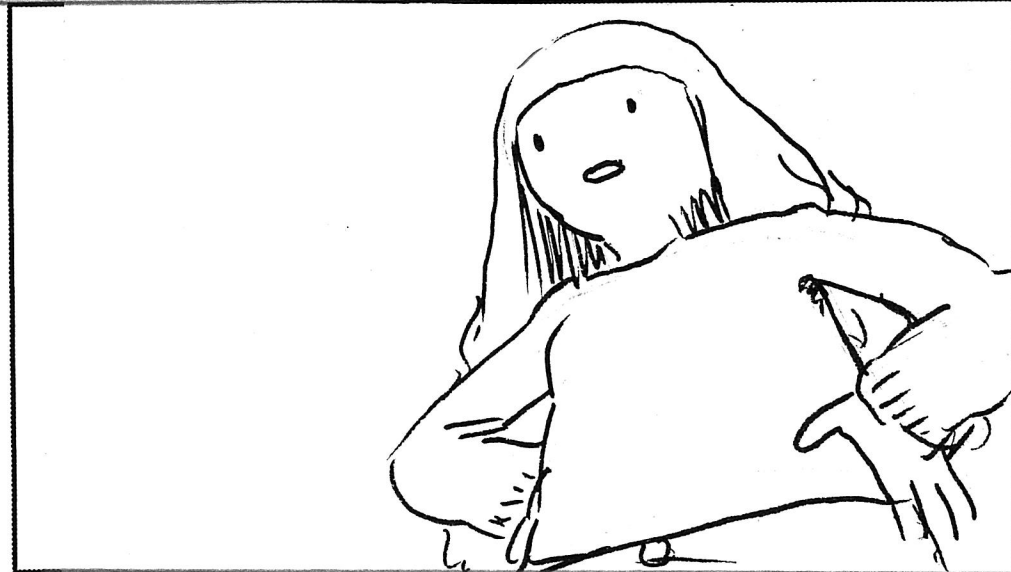
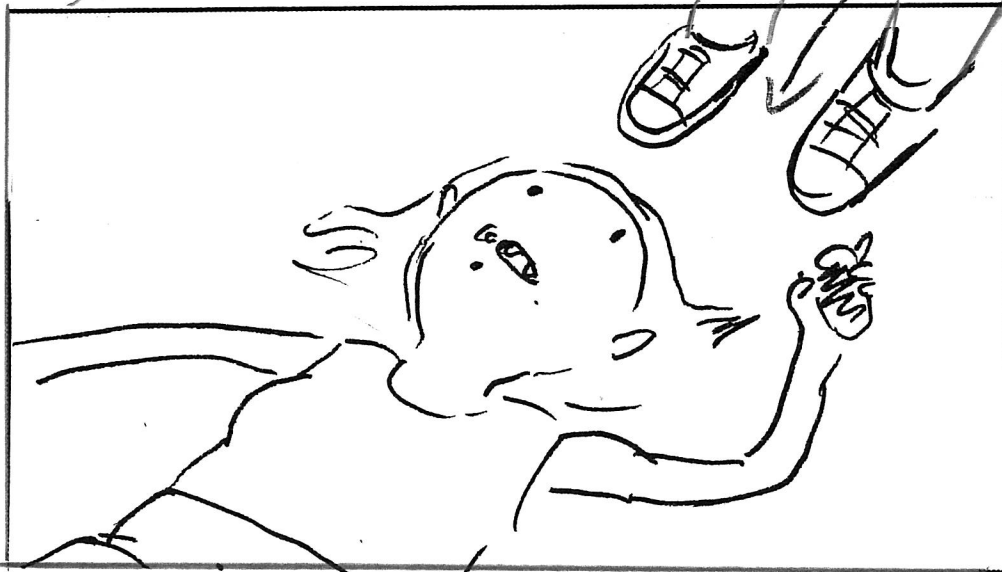
day night

Sc. 32

Pnl. A

Bg.

day night



(M) Can we do this  
All the time?

-PB WALKS ON/S.

(PB) Later we can, all the time,  
but for now-now we gotta  
get our plan together!

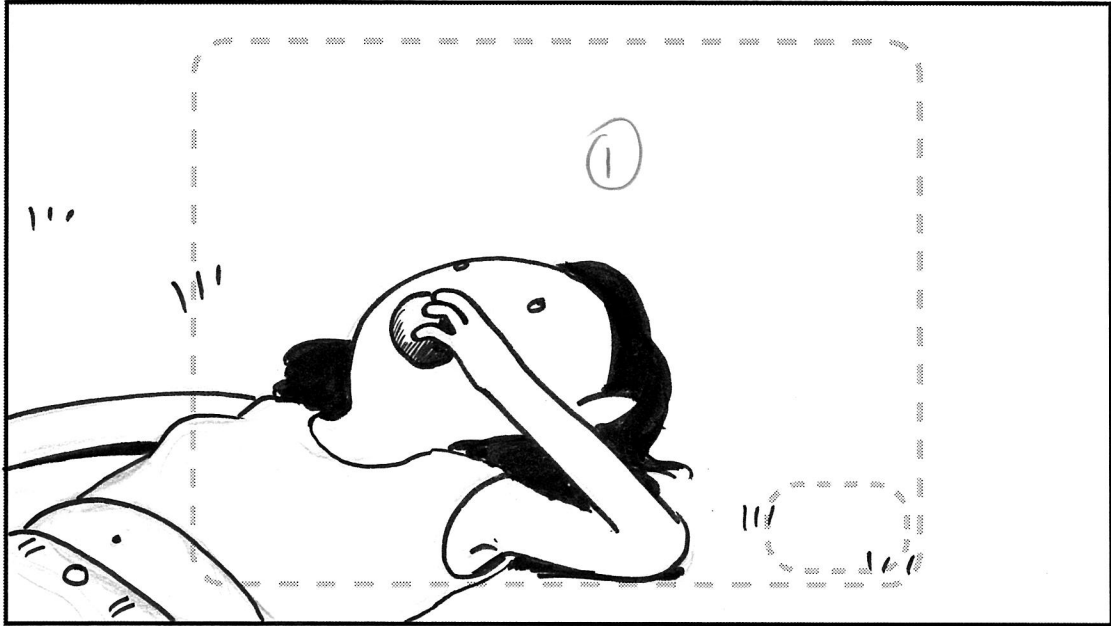
EPISODE #

1034-222

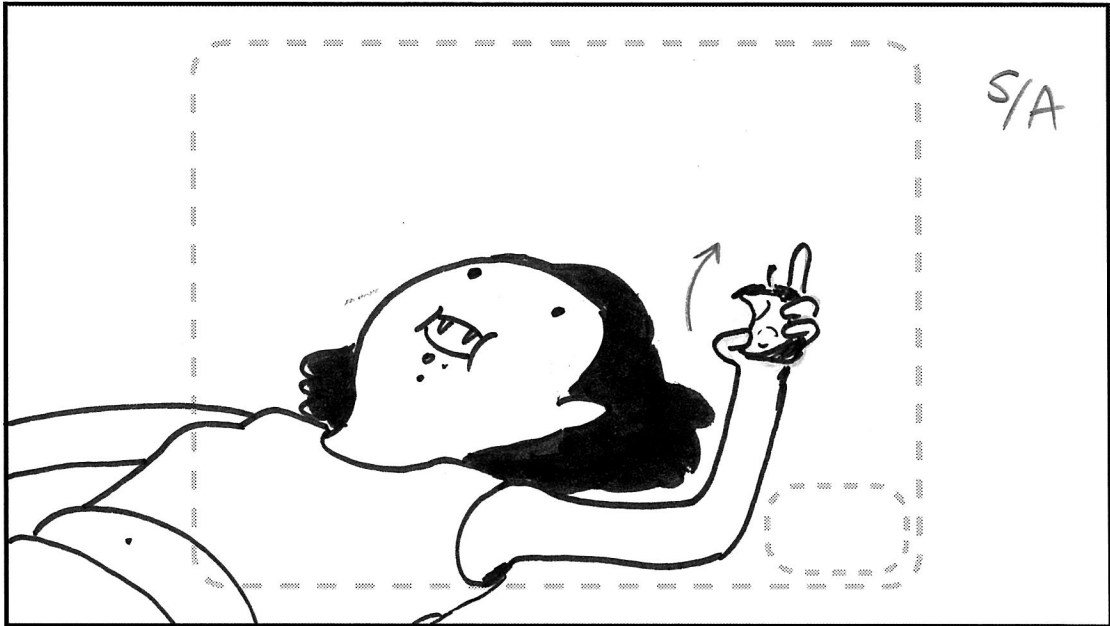
ADVENTURE TIME



Sc. 23 Pnl. A Bg. day night



Sc. 33 Pnl. B Bg. day night



Dialog: (sfx) ① Crunch! ② Easy! (mouth full) (M) First,

Action: ② (M) Bites apple

Timing:

EPISODE # 1034-222

Production:

ADVENTURE TIME

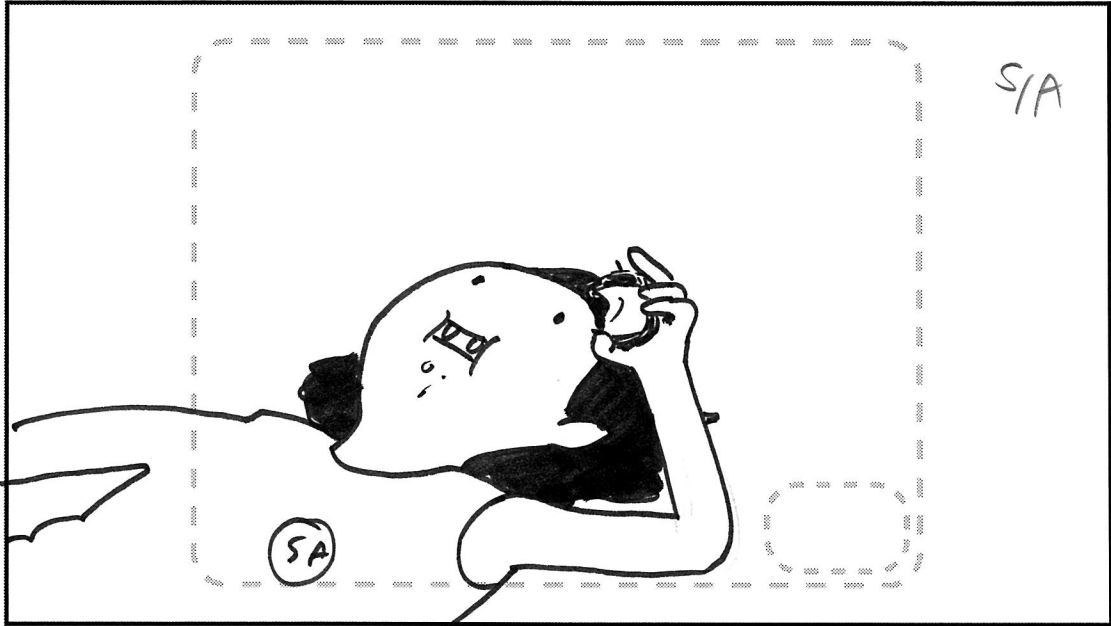


Sc. 33

Pnl. C

Bg.

day night

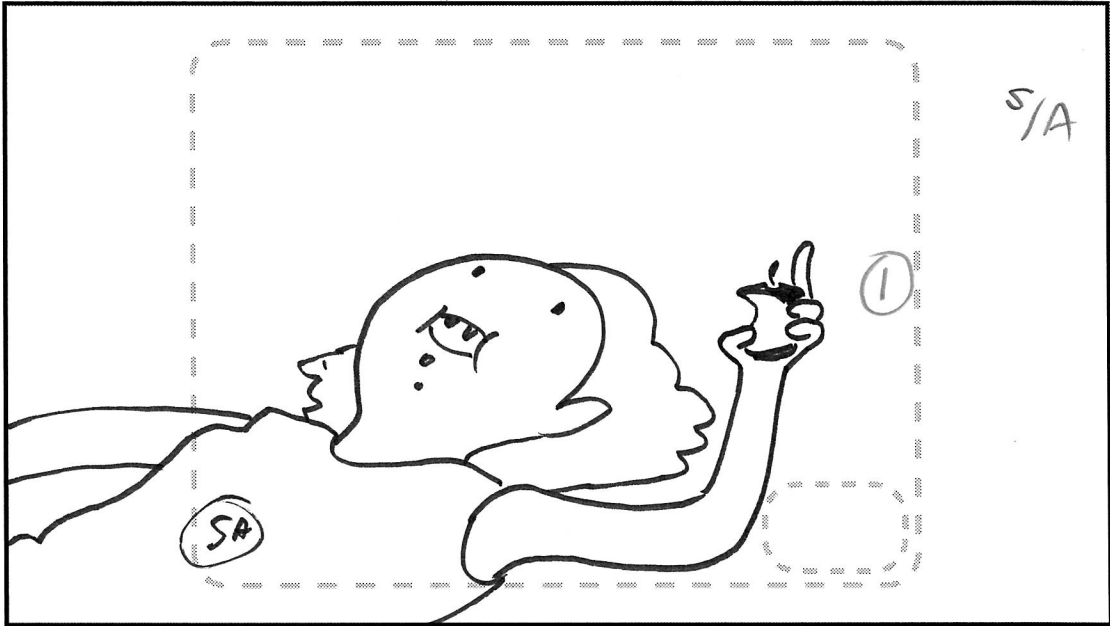


Sc. 33

Pnl. D

Bg.

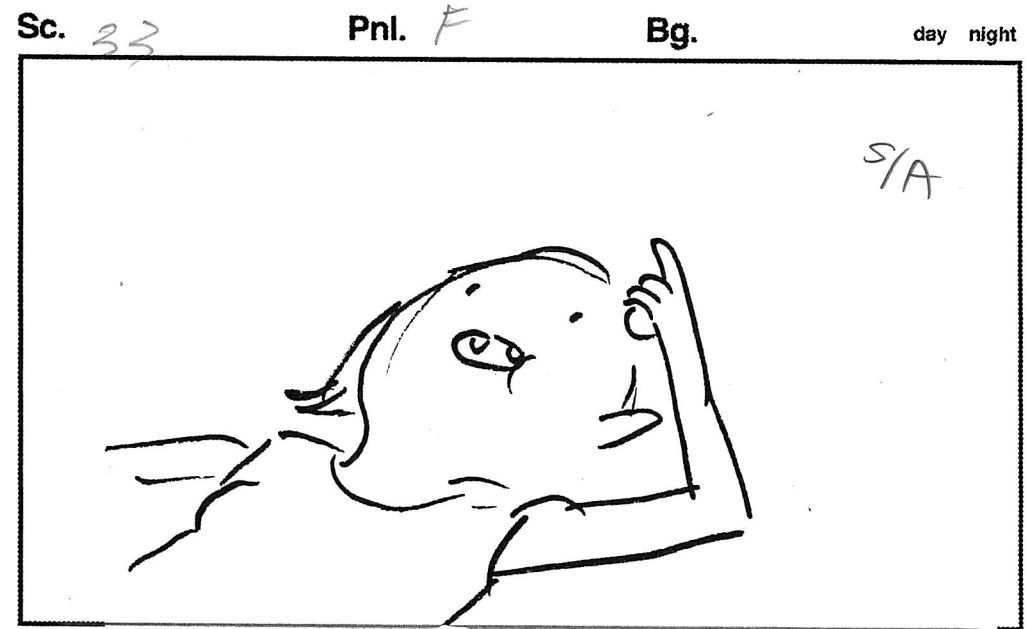
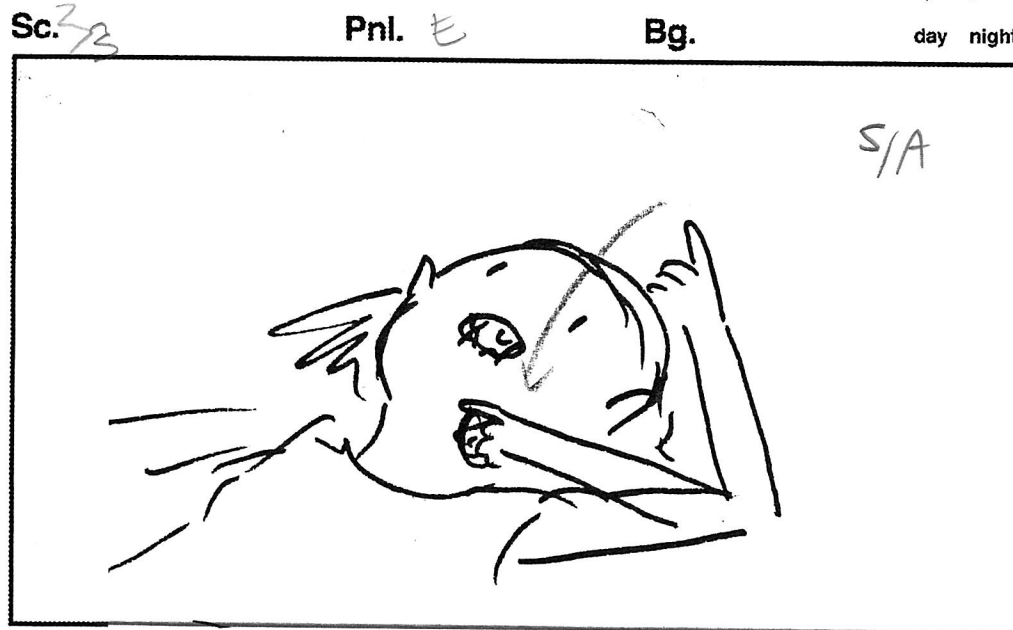
day night



|         |                         |               |     |
|---------|-------------------------|---------------|-----|
| Dialog: | (M) take down the V.K., | (M) kill him, | (2) |
| Action: |                         |               |     |
| Timing: |                         |               |     |

EPISODE # 1034-222  
Production:

# ADVENTURE TIME



|                         |              |
|-------------------------|--------------|
| Dialog:                 |              |
| (M) <u>Destroy him,</u> | (M) and, ... |
| Action:                 |              |
| Timing:                 |              |

# ADVENTURE TIME



Sc. 33

Pnl. G

Bg.

day night

Sc. 33

Pnl. A

Bg.

day night



|  |
|--|
| Dialog                                 |
| <p>(M) kill him!</p> <p>(M) [BITE]</p> |
| Action                                 |
| Timing:                                |

EPISODE # 1034-222

Production:



# ADVENTURE TIME



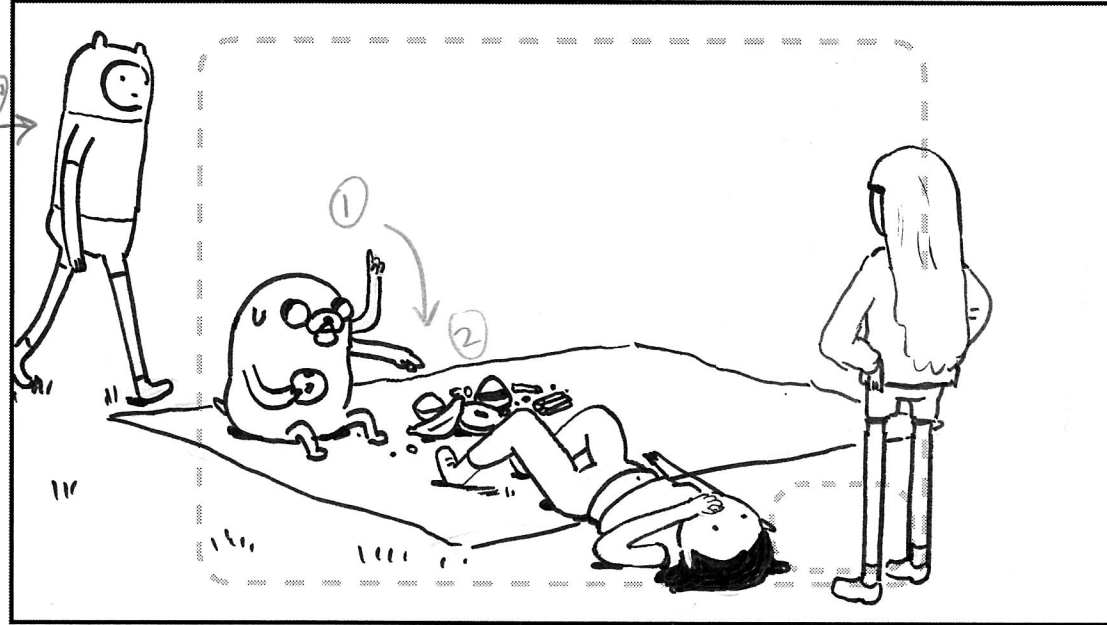
Page 48

Sc. 34

Pnl. A

Bg.

day night

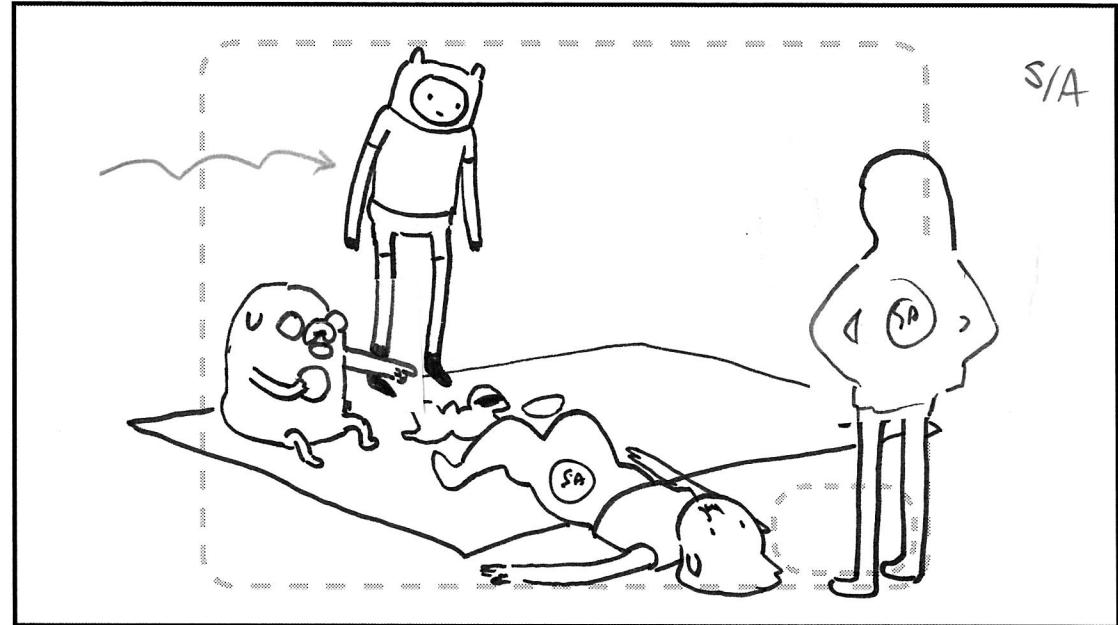


Sc. 34

Pnl. B

Bg.

day night



Dialog:

① I like this plan! ②

Action:

- F. WALKS ON/S.

Timing:

① its got Good Bones

- Finn picks up  
musubi and starts eating



EPISODE # 1034-222

Production:

ADVENTURE TIME

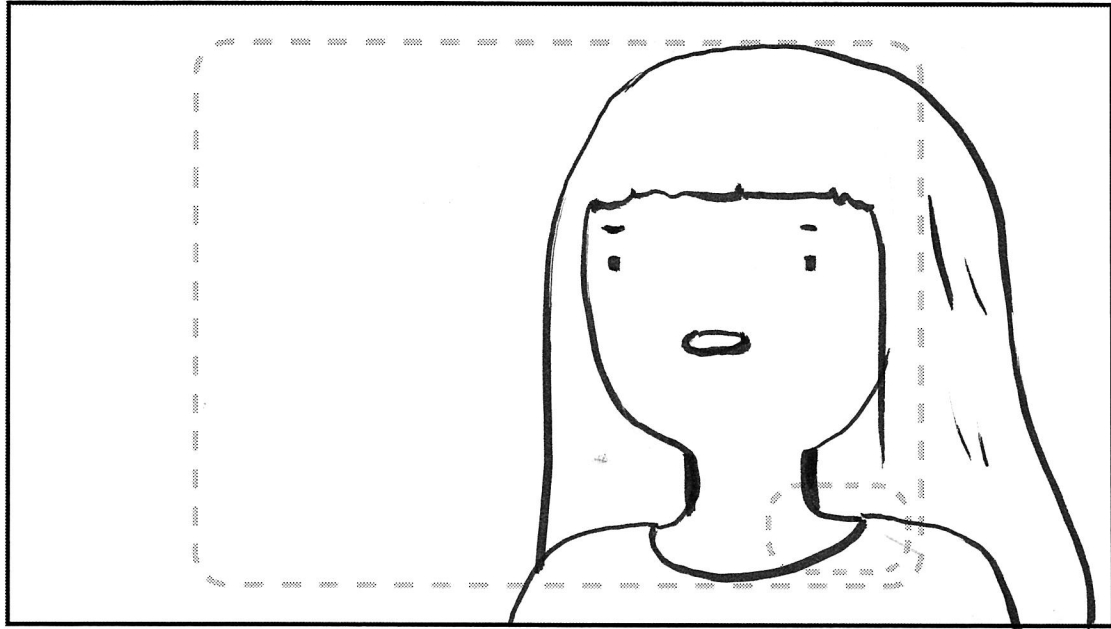


Sc. 35

Pnl. A

Bg.

day night

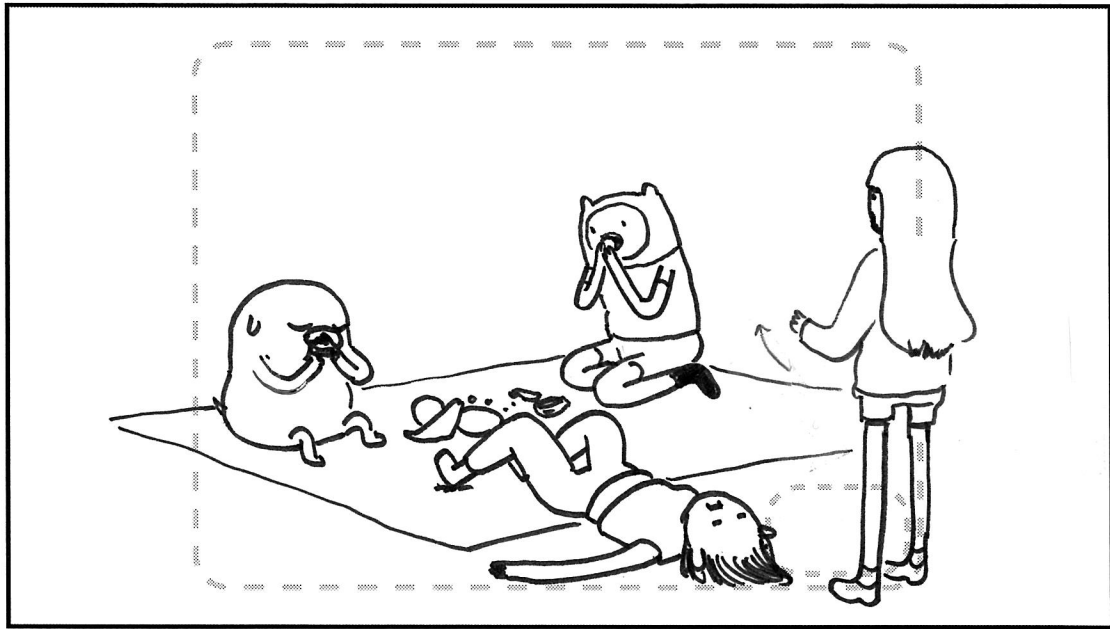


Sc. 36

Pnl. A

Bg.

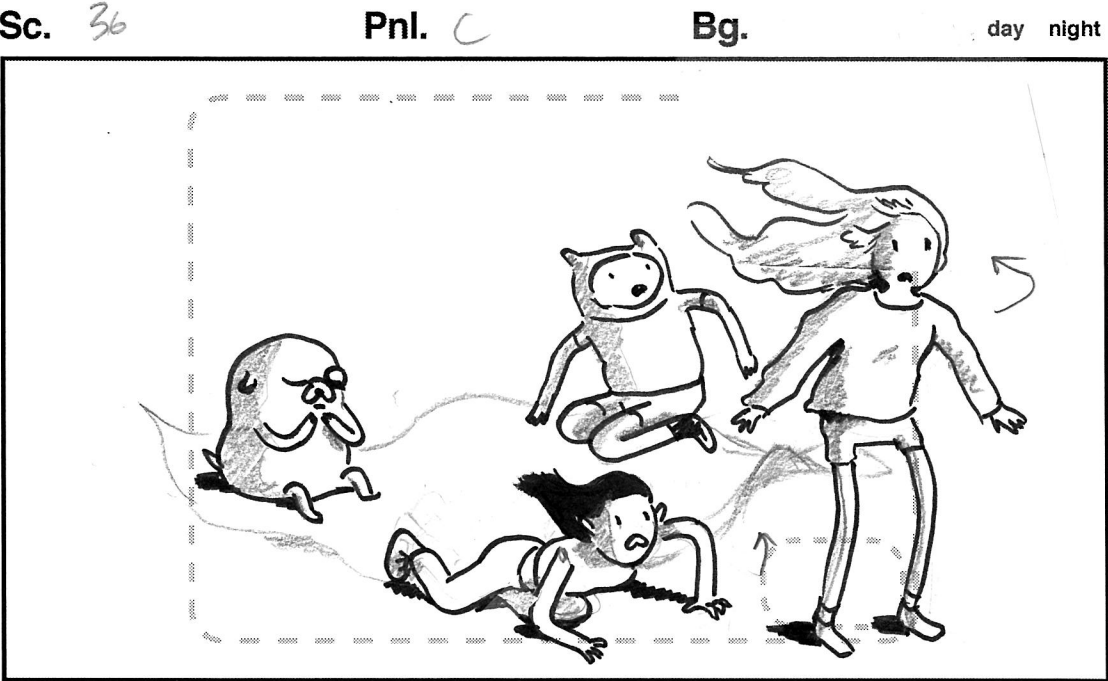
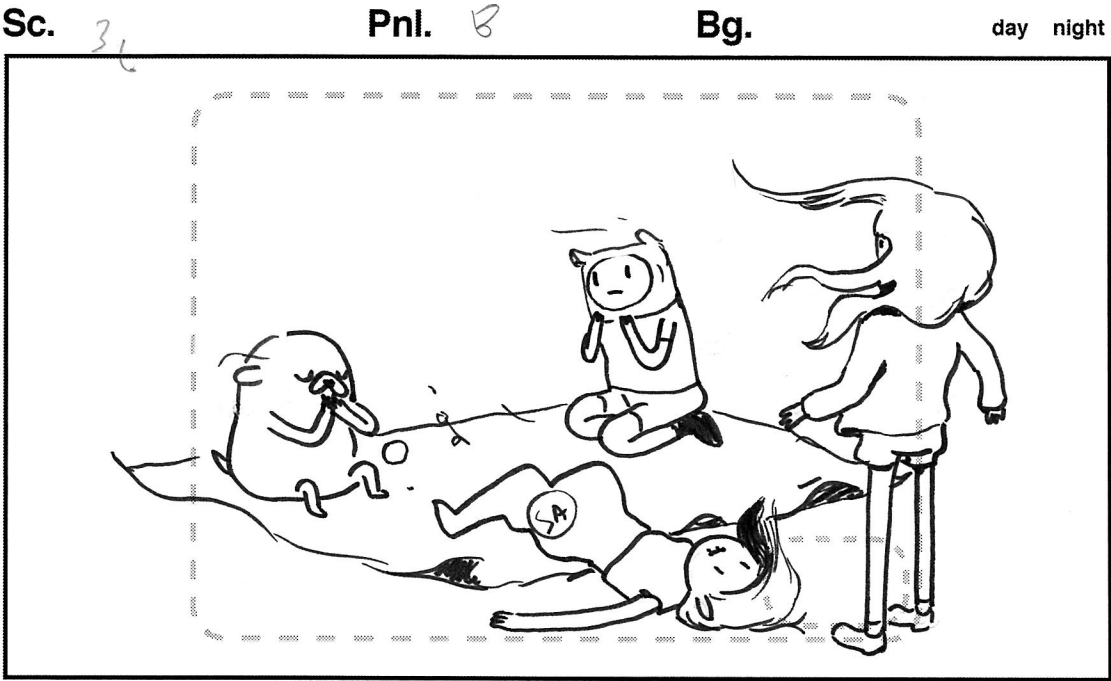
day night



|   |
|---|
| Dialog:   |
| (PB) yeah well, the Devil's in the details. (PB) like, how do we even find him? |
| Action:   |
| Timing:   |

EPISODE # 1034-222  
Production:

ADVENTURE TIME



|         |                              |                            |
|---------|------------------------------|----------------------------|
| Dialog: | (sfx) ((woosh)).             | vk (o/s) I come - to you ! |
| Action: | - WIND AND LIGHT FROM OFF/S. | - F, PB, M LOOK UP.        |
| Timing: |                              |                            |

ADVENTURE TIME

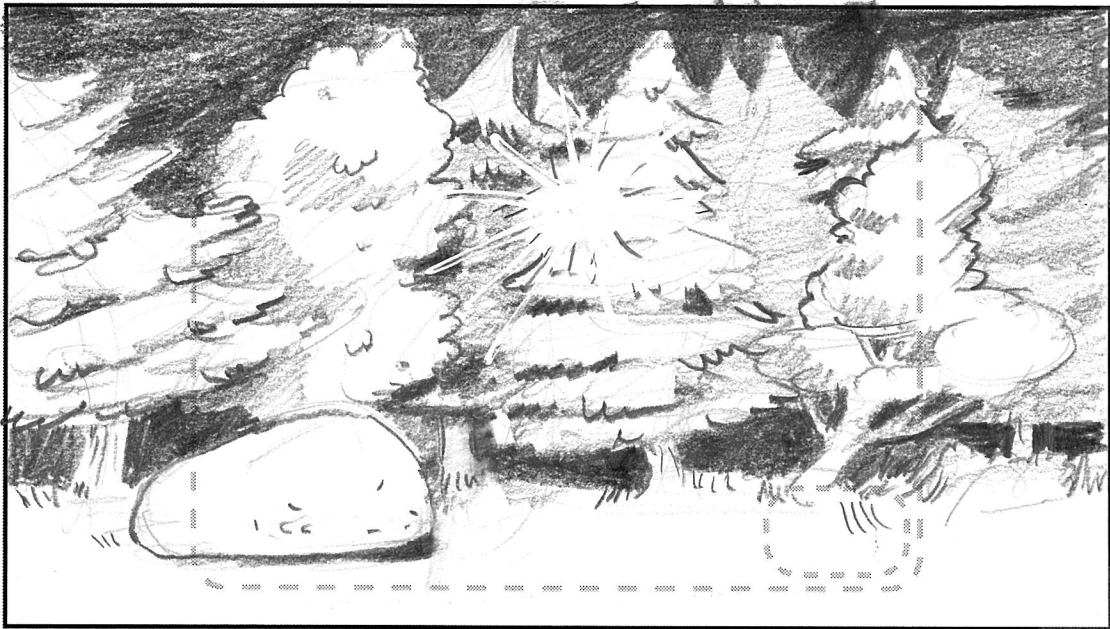


Sc. 37

Pnl. A

Bg.

day night

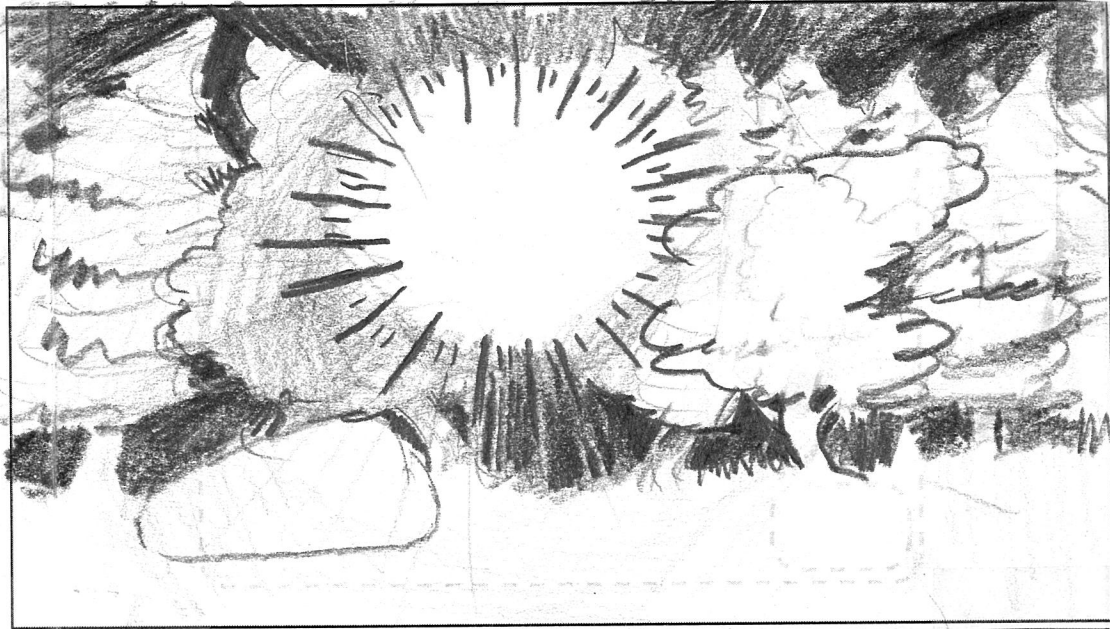


Sc. 37

Pnl. A-1

Bg.

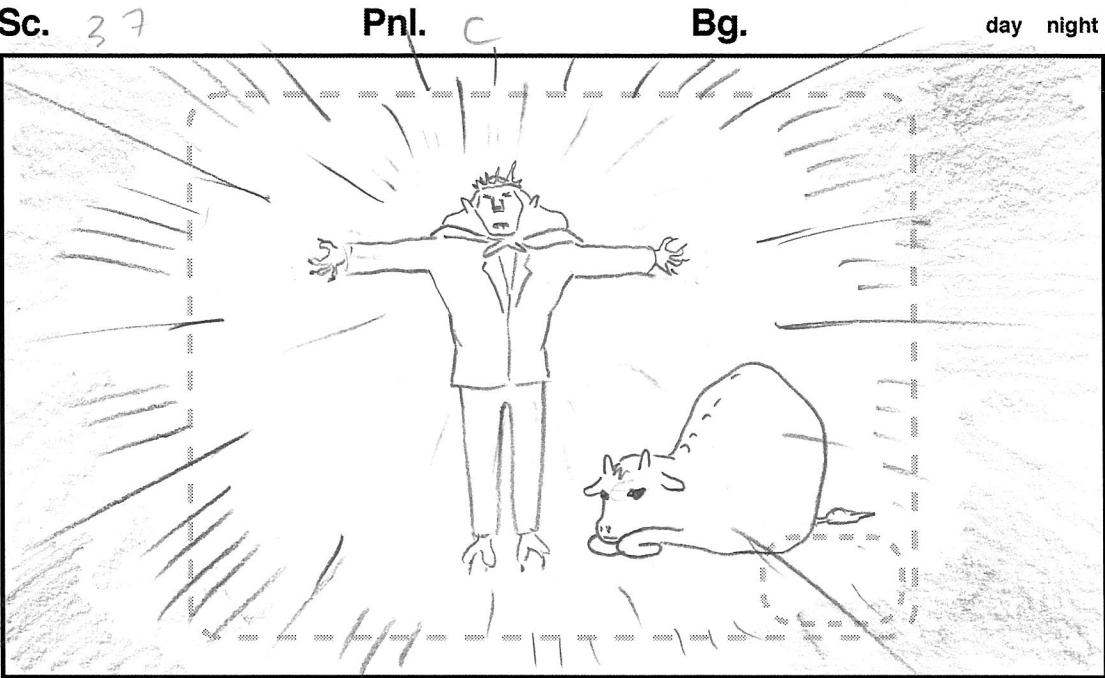
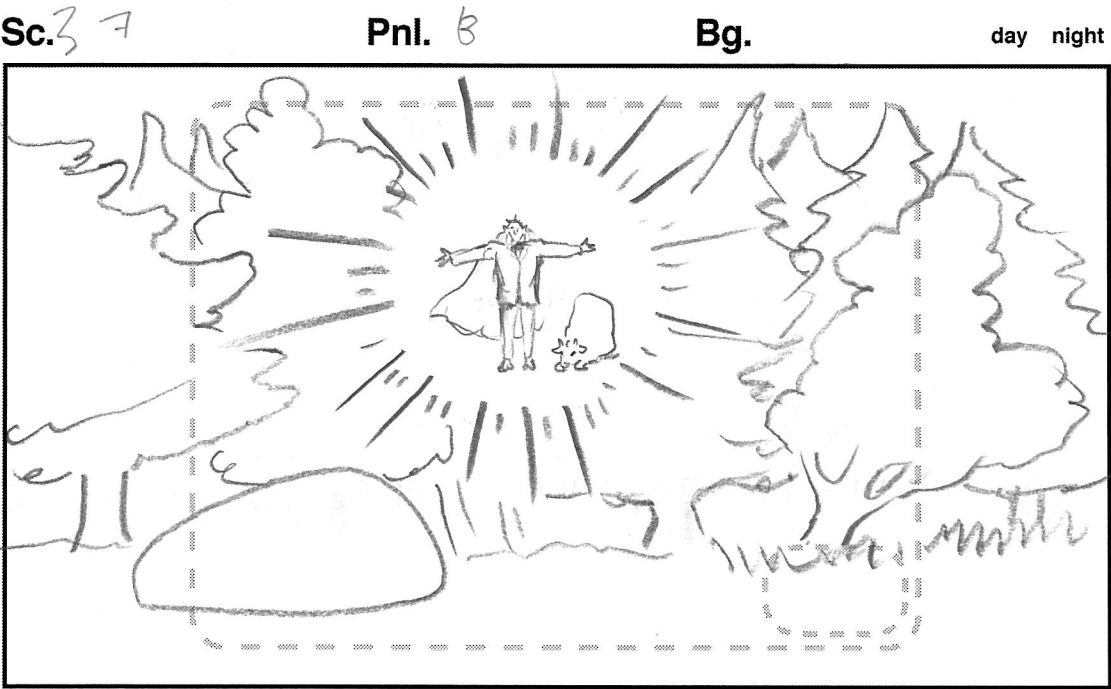
day night



|         |   |
|---------|---|
| Dialog: |   |
| Action: | - POINT OF LIGHT FLOATING IN THE AIR, - LIGHT GROWS |
| Timing: |   |

1034-222  
EPISODE #  
Production:

ADVENTURE TIME



|         |   |
|---------|---|
| Dialog: | SFX: * POOM! *  |
| Action: | -VK + COW GROW FROM CENTER OF LIGHT LIKE A 70'S COMPOSITE EFFECT. |
| Timing: |   |

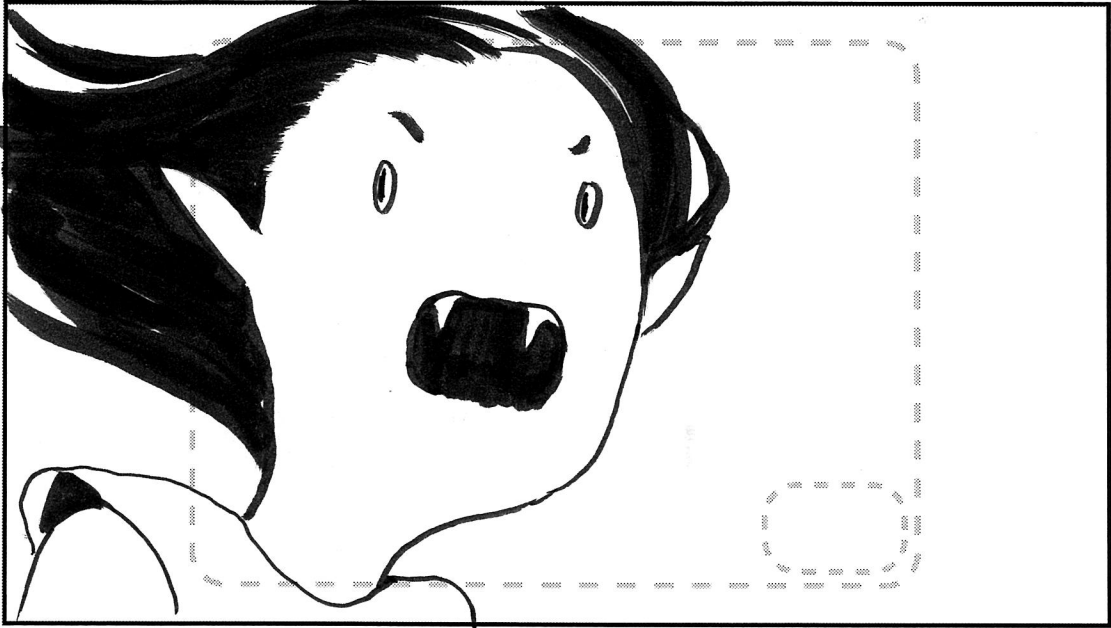
EPISODE # 1034-222

Production:

ADVENTURE TIME



Sc. 38 Pnl. A Bg. day night



Sc. 39 Pnl. A Bg. day night



|         |                   |                    |
|---------|-------------------|--------------------|
| Dialog: | (M) Vampire King! | (VK) IN the flesh! |
| Action: |                   |                    |
| Timing: |                   |                    |

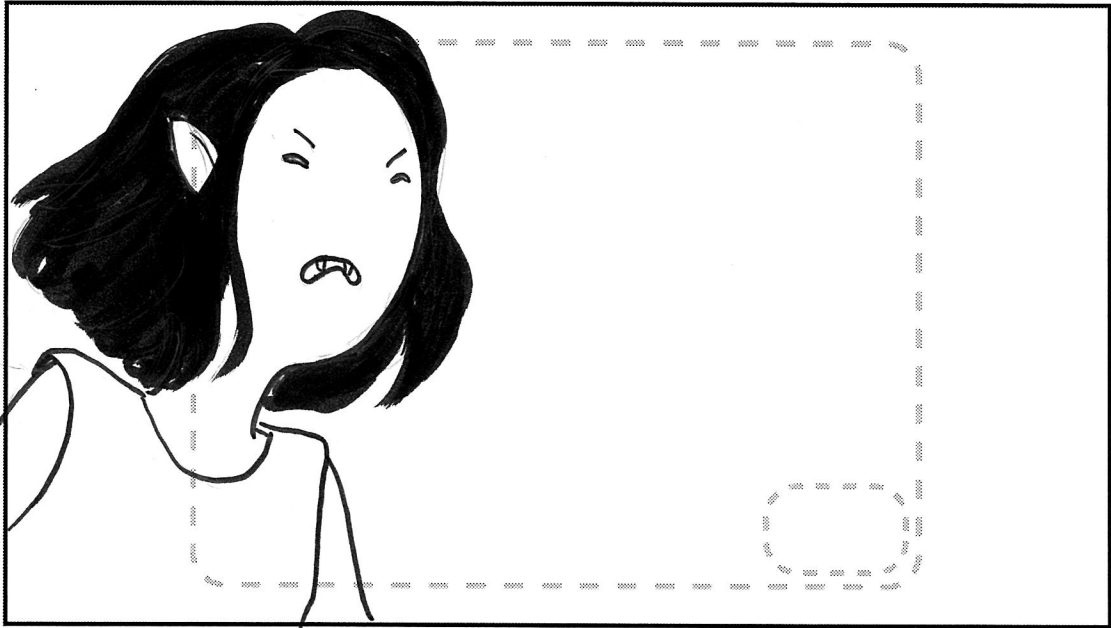
EPISODE # 1034-222

Production:

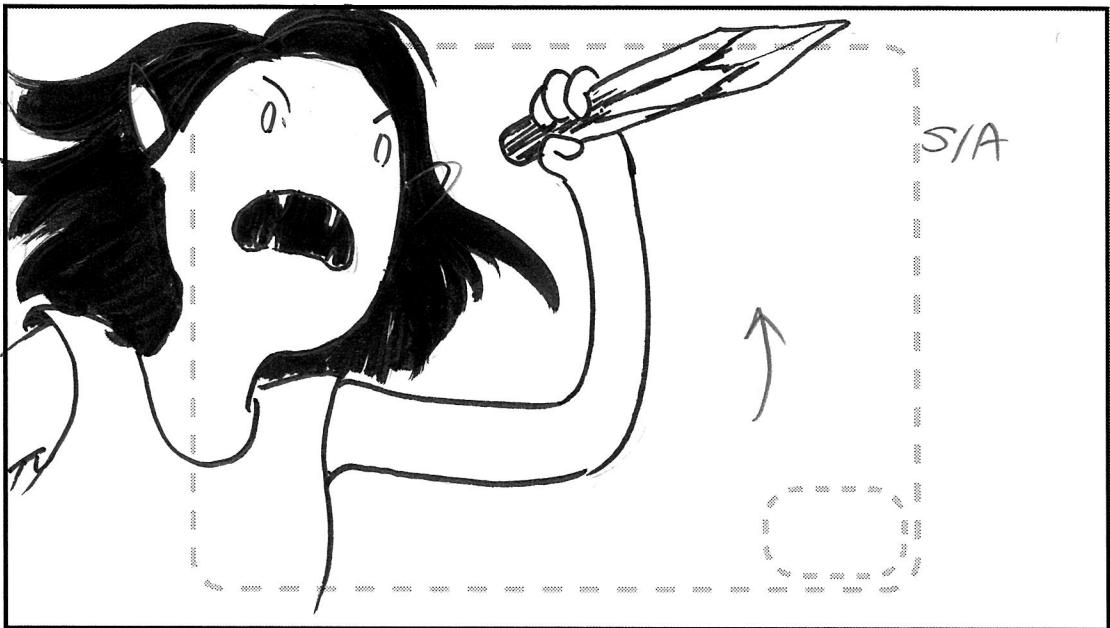
ADVENTURE TIME



Sc. 40 Pnl. A Bg. day night



Sc. 40 Pnl. B Bg. day night



|         |                   |                       |
|---------|-------------------|-----------------------|
| Dialog: | (M) Not for long, | (M) sucka !! (hissed) |
| Action: | -M. RAISES STAKE, |                       |
| Timing: |                   |                       |

EPISODE # 1034-222  
Production:

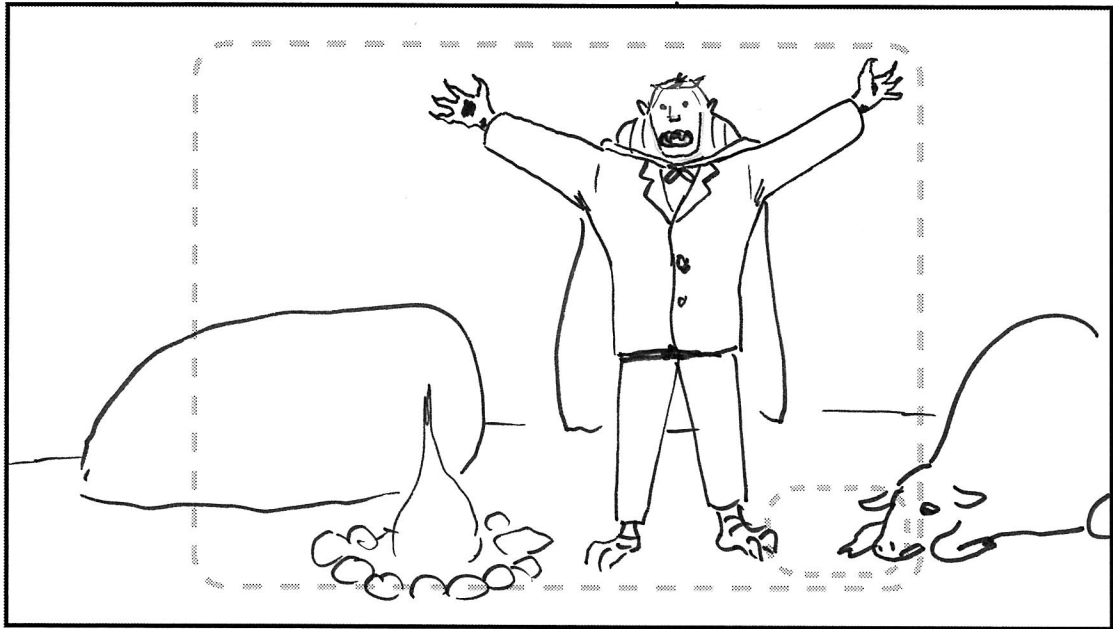


# ADVENTURE TIME

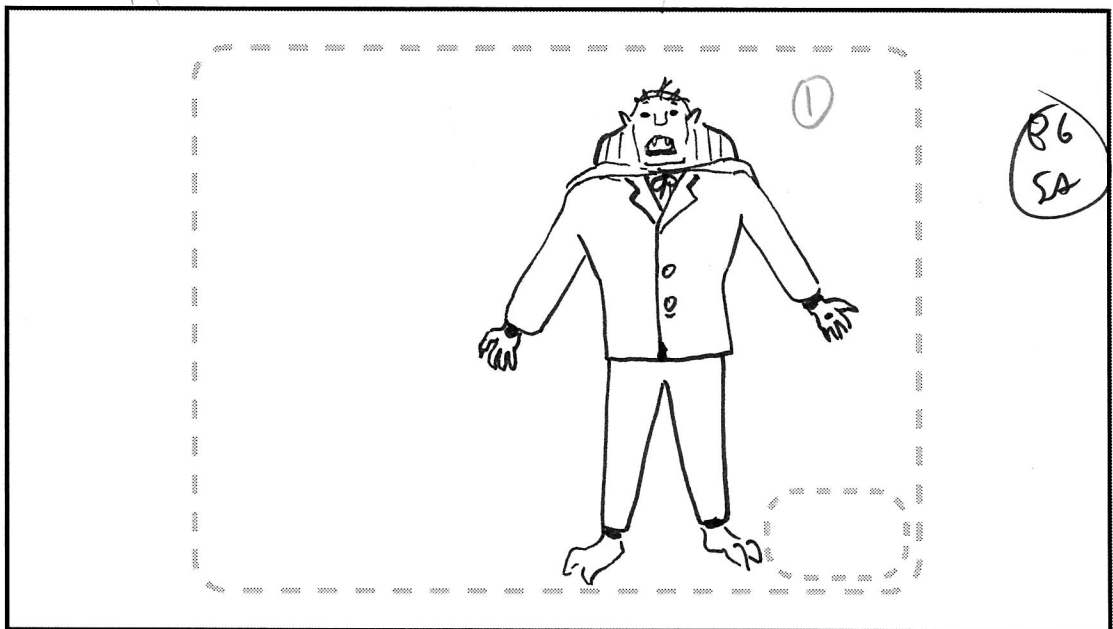


Page 55

Sc. 41 Pnl. A Bg. day night



Sc. 41 Pnl. B Bg. day night



|         |   |
|---------|---|
| Dialog: | (VK) woah —————→ I just wanna <u>talk</u> ! (2) |
| Action: | (2)   |
| Timing: |   |

EPISODE # 1034-222

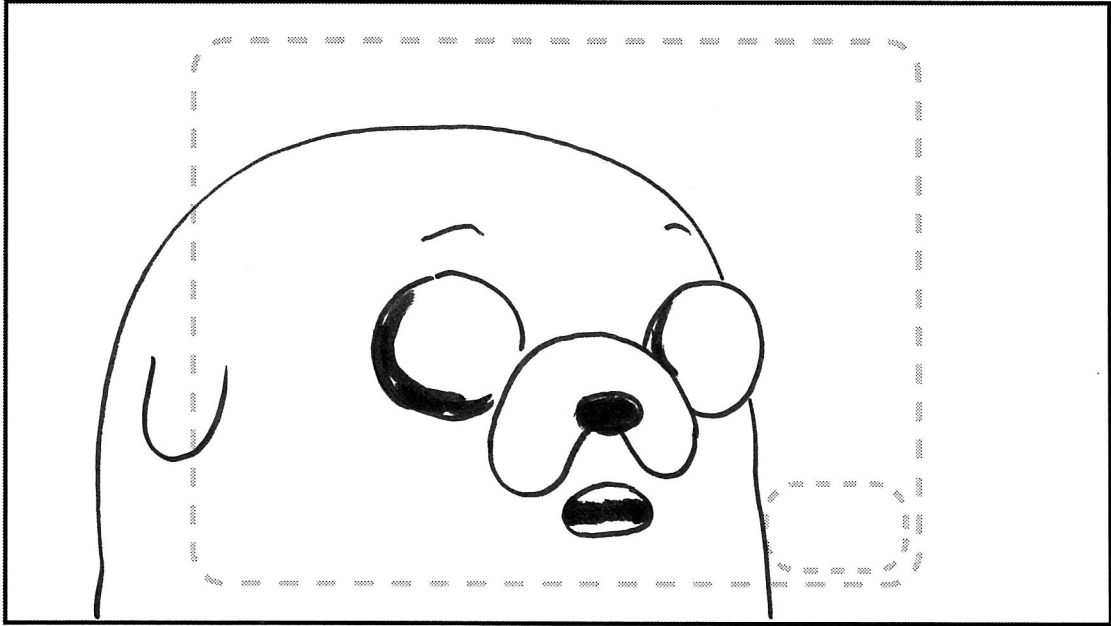
Production:



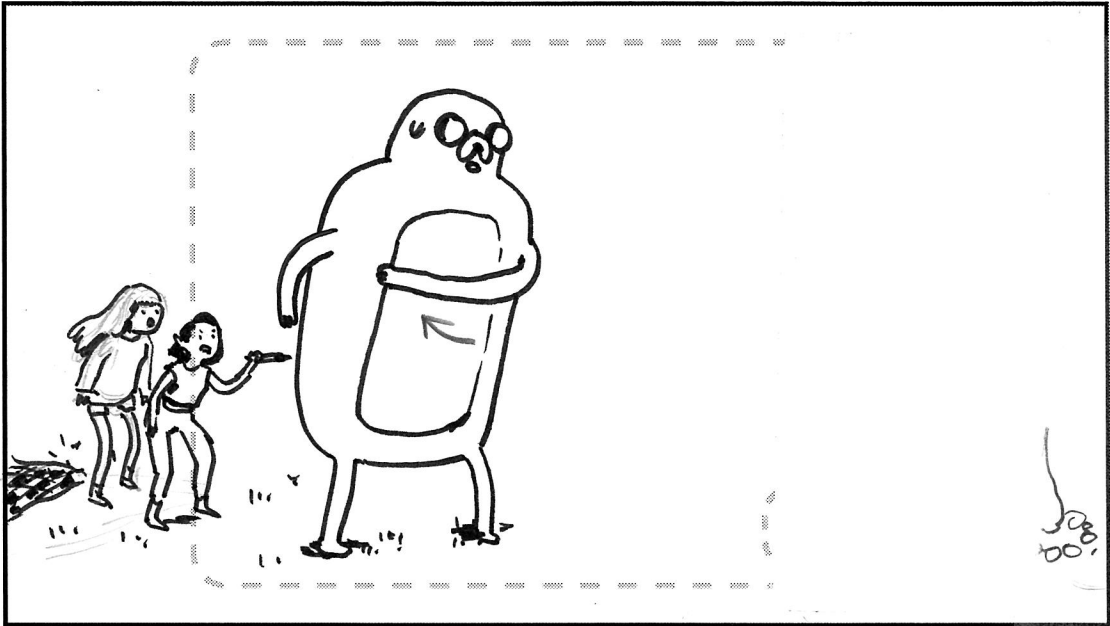
ADVENTURE TIME



Sc. 42 Pnl. A Bg. day night



Sc. 43 Pnl. A Bg. day night



|         |                        |  |
|---------|------------------------|--|
| Dialog: | ① Oh! really? well,... | ① why don't you step inside for a nice |
| Action: |                        |  |
| Timing: |                        |  |

1034-222

EPISODE #

Production:

# ADVENTURE TIME



Sc. 43

Pnl. B

Bg.

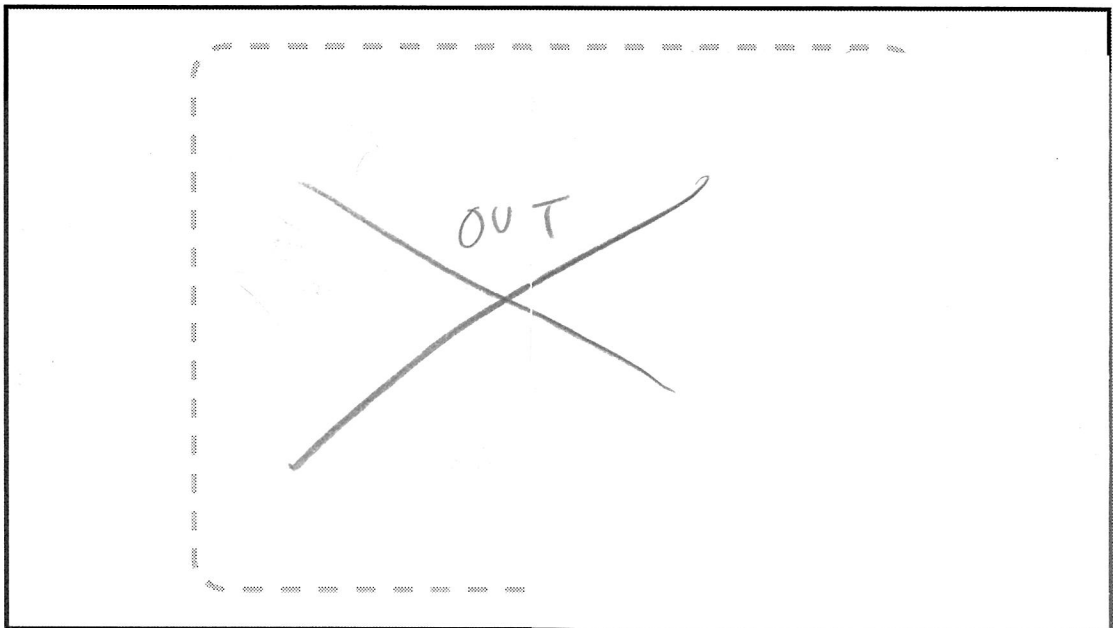
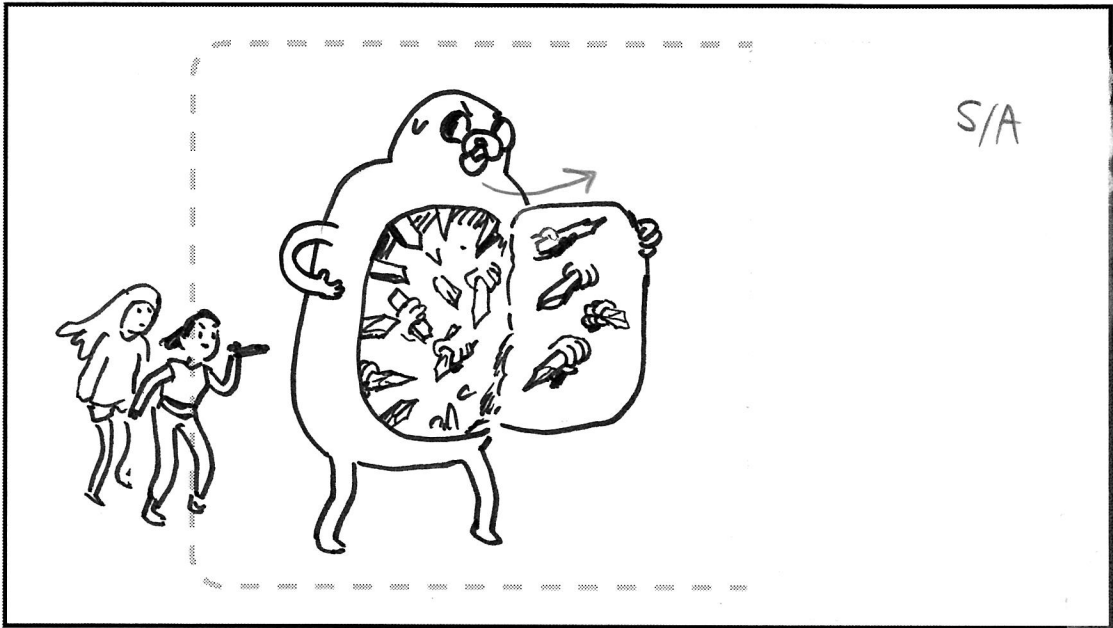
day night

Sc.

Pnl.

Bg.

day night



|         |   |
|---------|---|
| Dialog: | <u>J</u> Chat!                                  |
| Action: | - J. OPENS UP BODY TO REVEAL A BUNCH OF STAKES. |
| Timing: |   |

ADVENTURE TIME



Sc. 43 Pnl. C Bg. day night

Sc. 44 Pnl. A Bg. day night

|         |                    |                  |
|---------|--------------------|------------------|
| Dialog: | J raaah!           | VK No, thank you |
| Action: | - J. RUNS FORWARD. |                  |
| Timing: |                    |                  |

EPISODE # 1034-222

Production:

ADVENTURE TIME

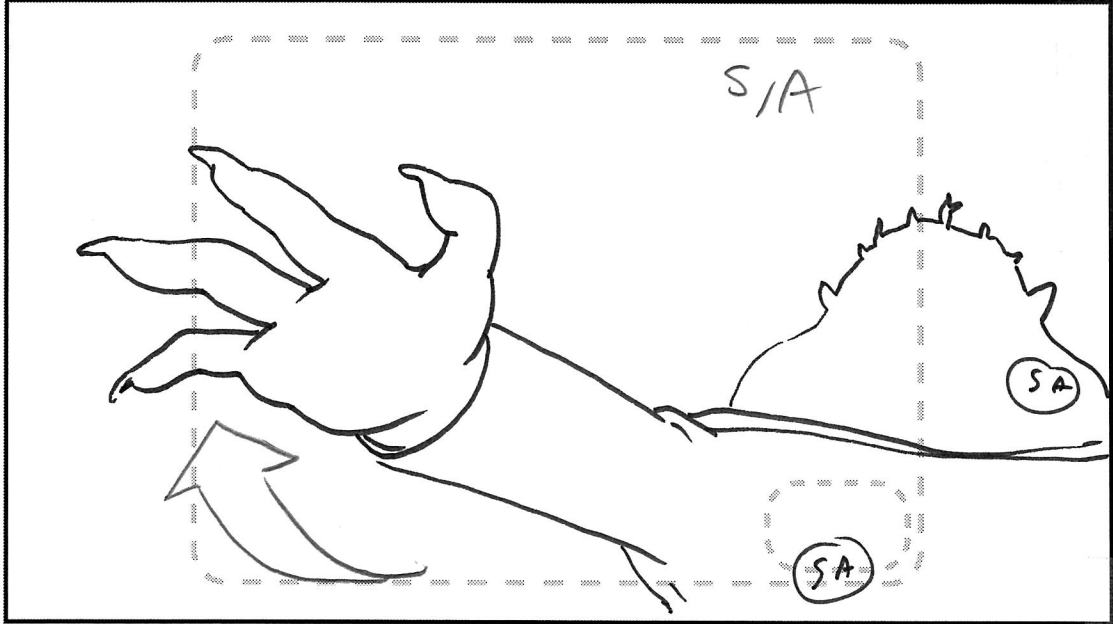


Sc. 44

Pnl. B

Bg.

day night

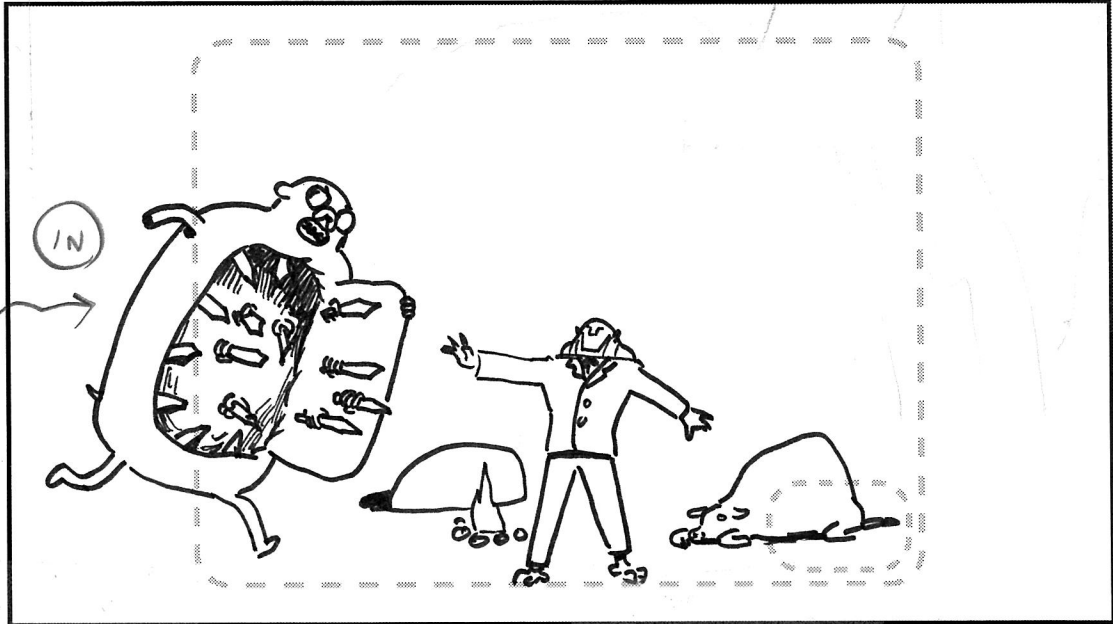


Sc. 45

Pnl. A

Bg.

day night



|         |                 |
|---------|-----------------|
| Dialog: | ① → aahh !      |
| Action: | - J. RUNS ON/S. |
| Timing: |                 |

EPISODE # 1034-222

Production:

ADVENTURE TIME



Sc. 45

Pnl. B

Bg.

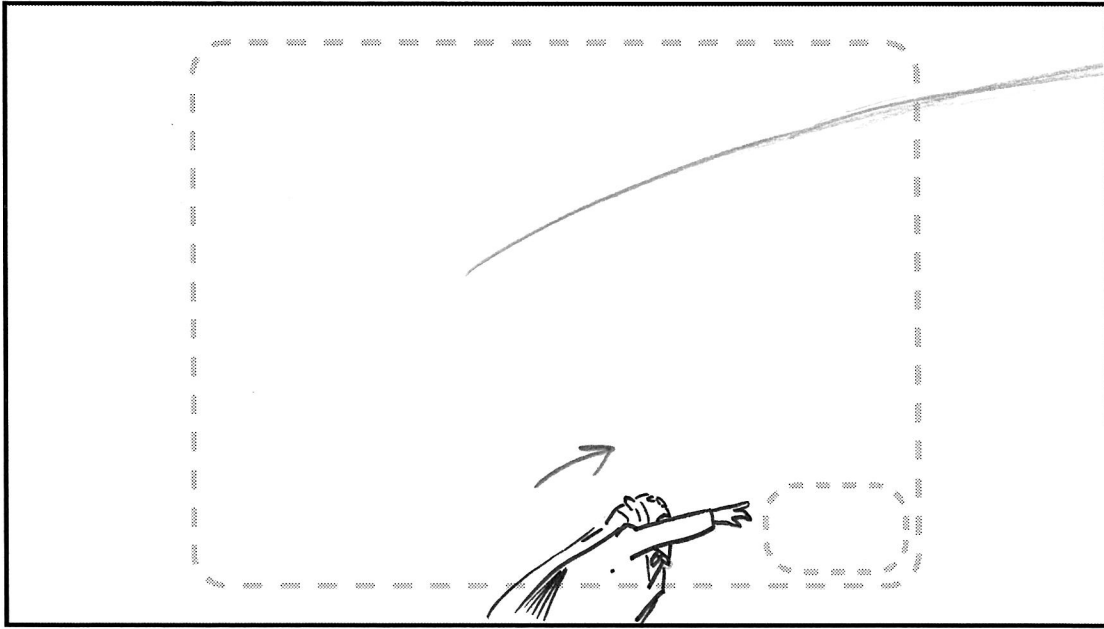
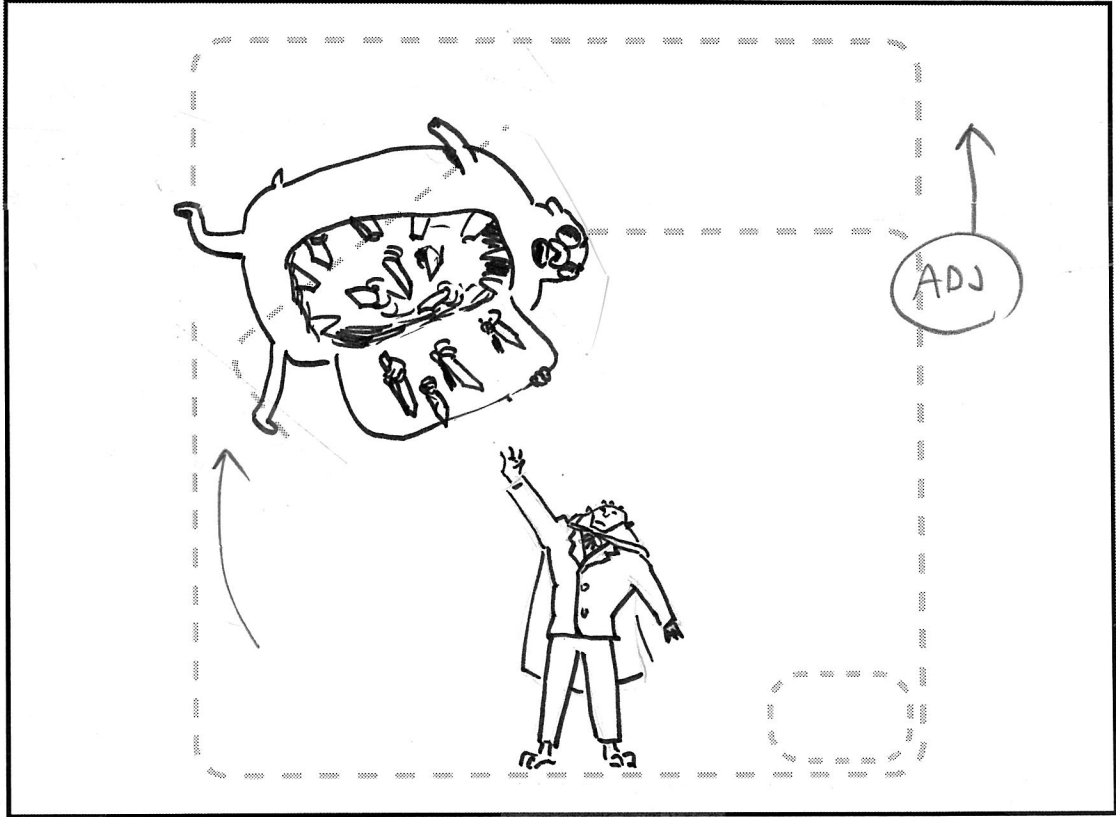
day night

Sc. 45

Pnl. C

Bg.

day night



(SCREAM CONTINUES)  
J AAAA

Action:

-VK hold J in air for a beat - then VK psychically hurls him o/s

Timing:

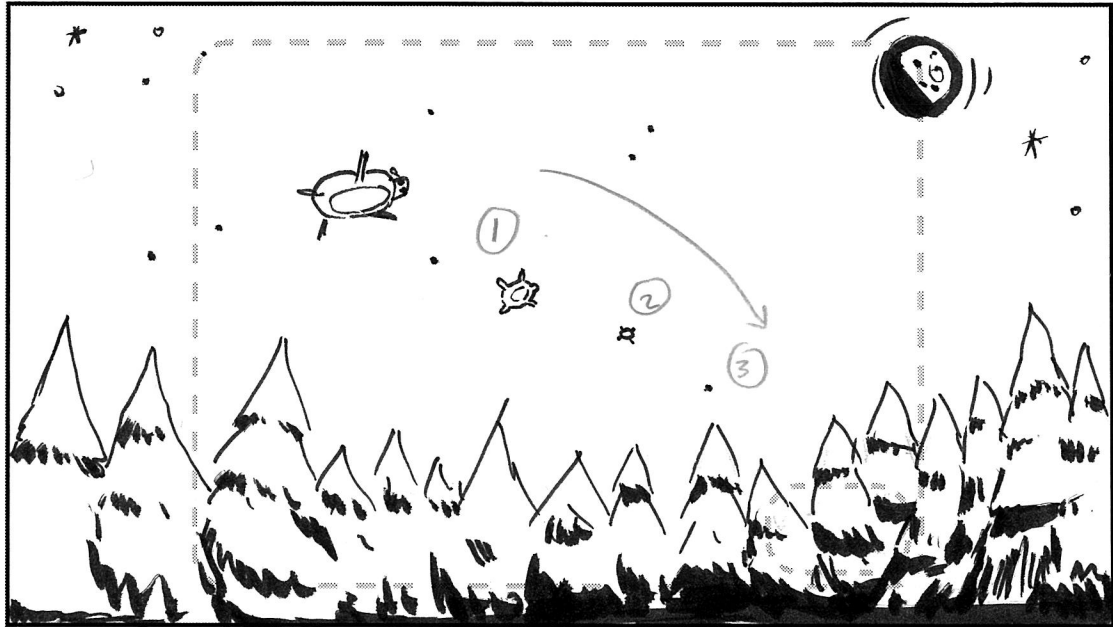
EPISODE # 1034-222

Production:

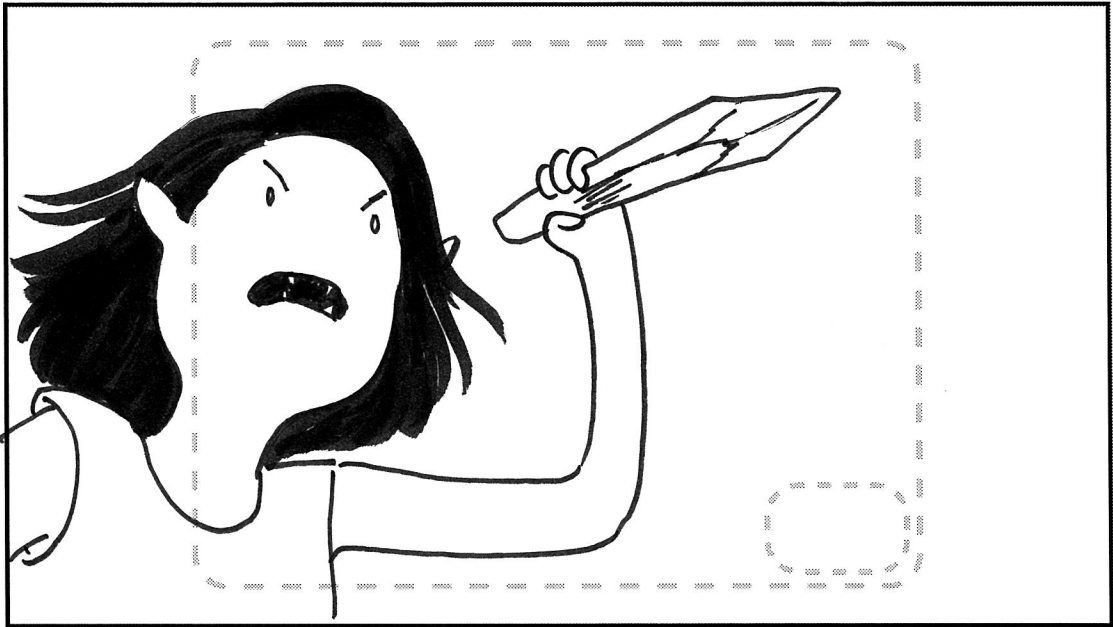
ADVENTURE TIME



Sc. 46 Pnl. A Bg. day night



Sc. 47 Pnl. A Bg. day night



|         |   |
|---------|---|
| Dialog: | <p>① A A . . . . . →<br/>(yell trails off in distance)</p> <p>③ Hiss ss !</p> |
| Action: | <p>— Jake flies over trees disappears into distance</p>                       |
| Timing: |   |



ADVENTURE TIME

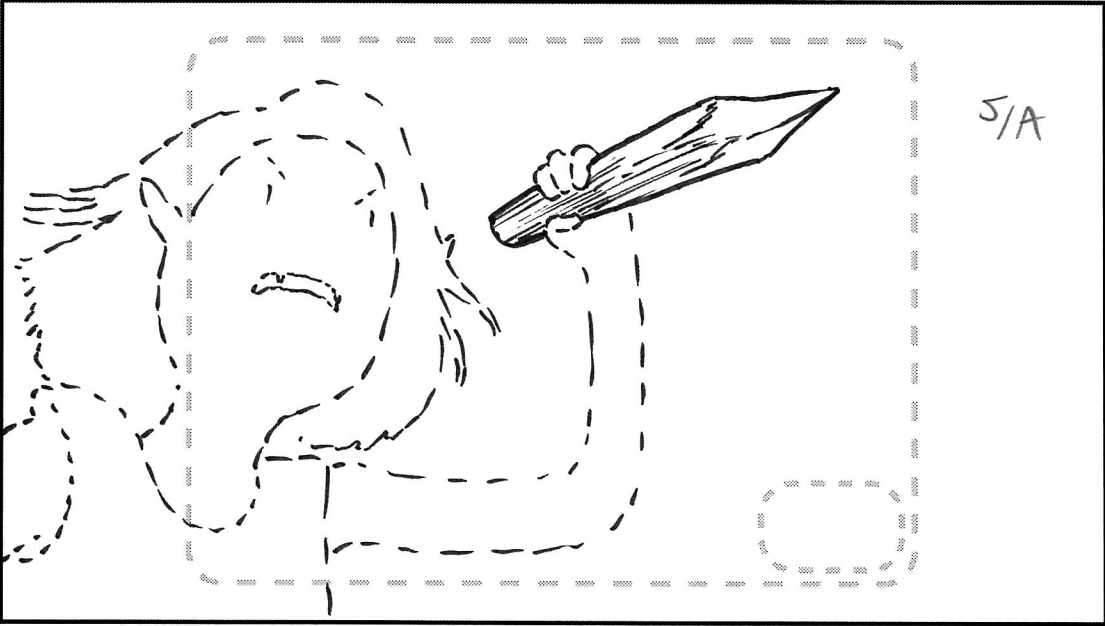


Sc. 47

Pnl. B

Bg.

day night

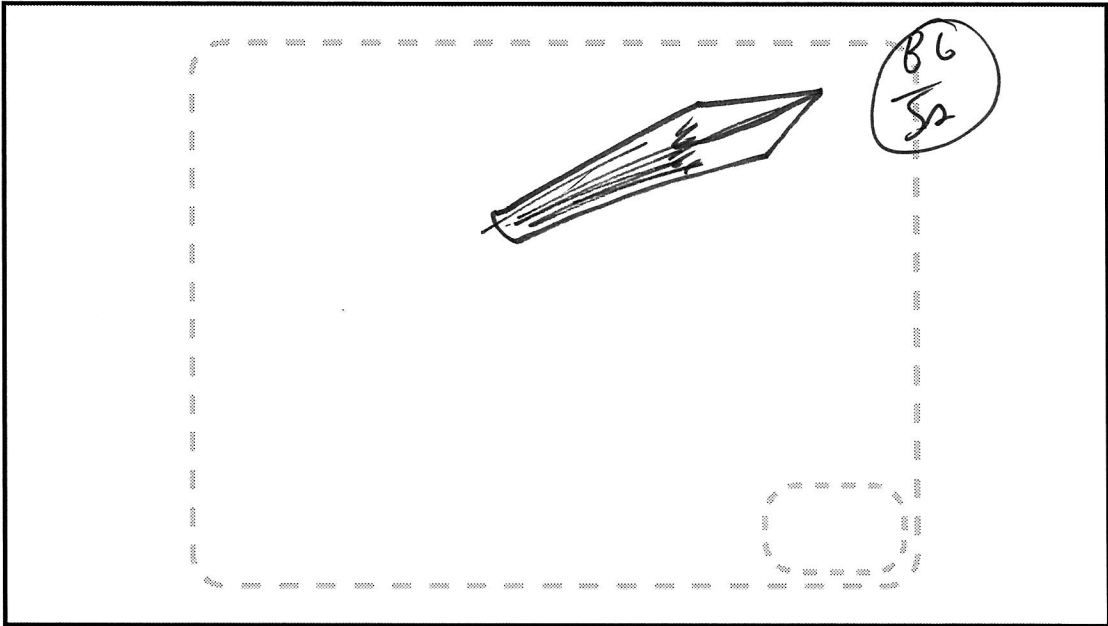


Sc. 47

Pnl. C

Bg.

day night



|  |
|--|
| Dialog:  |
| Action:<br>- marceline becomes invisible , stake stays visible |
| Timing:  |

EPISODE # 1034-222

Production:

ADVENTURE TIME

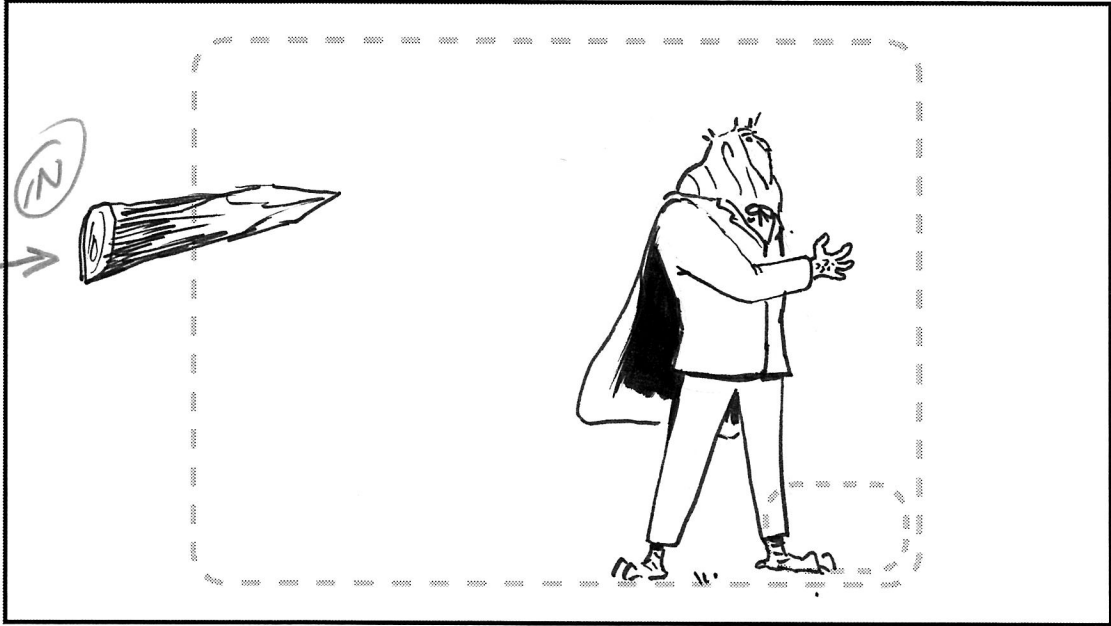


Sc. 48

Pnl. A

Bg.

day night

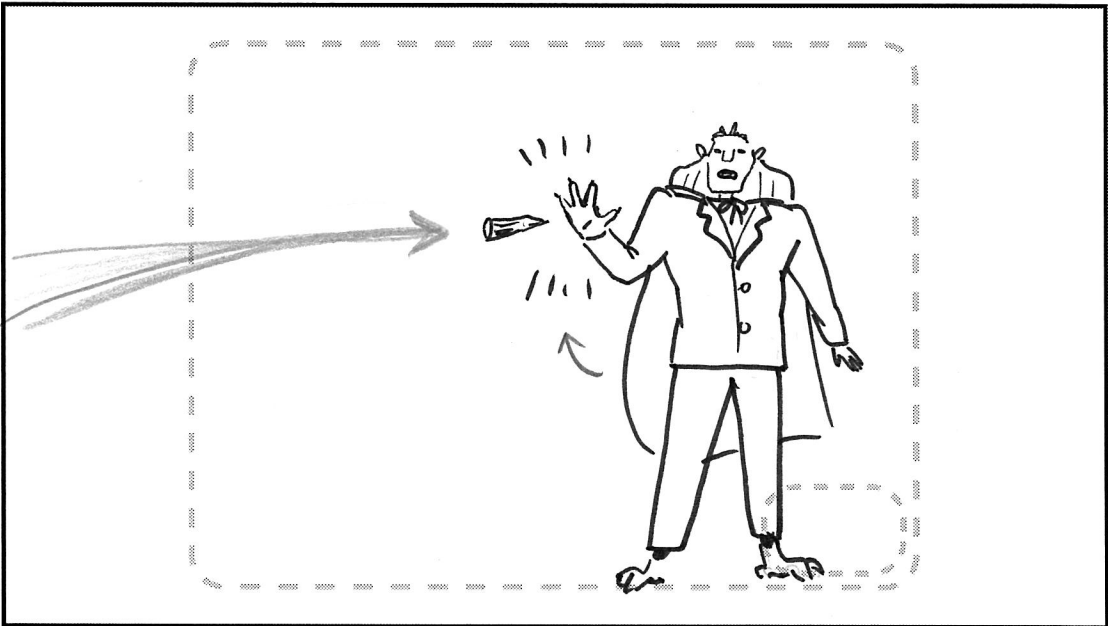


Sc. 48

Pnl. B

Bg.

day night



|                |                                       |                        |   |
|----------------|---------------------------------------|------------------------|---|
| Dialog:        |                                       | (M) (invisible) Grunt! |   |
| SFX: [RUNNING] |                                       |                        |   |
| Action:        | - STAKE "RUNS" QW/S<br>- VK LOOKS UP. | (2)                    | - M. LUNGES W/ STAKE<br>- VK HOLDS UP HAND. |
| Timing:        |                                       |                        |   |

EPISODE # 1034-222

Production:

ADVENTURE TIME

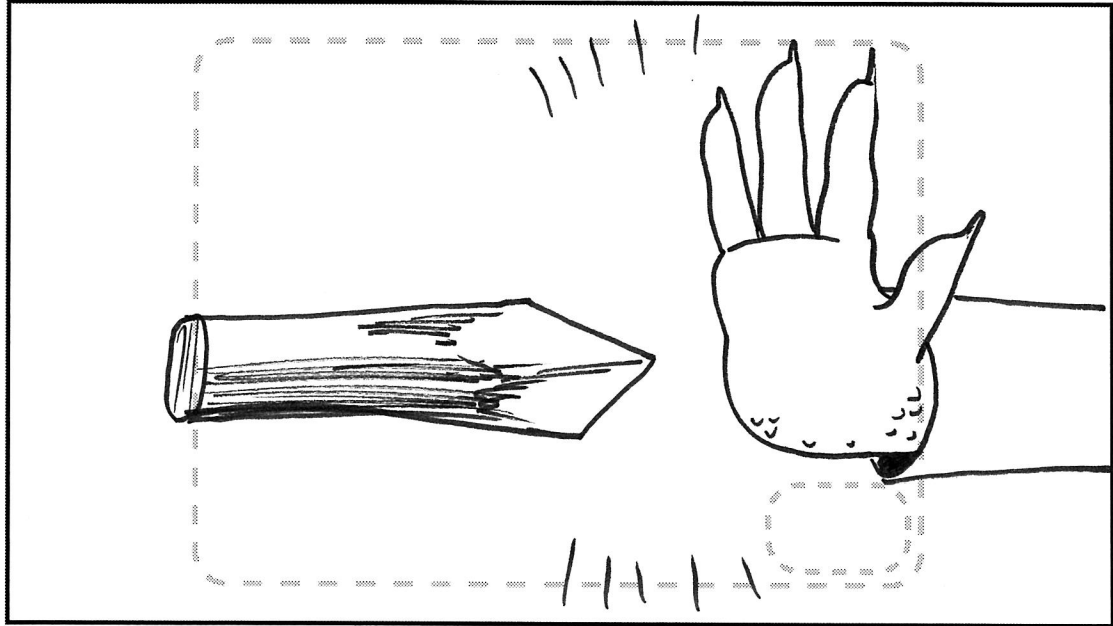


Sc. 49

Pnl. A

Bg.

day night

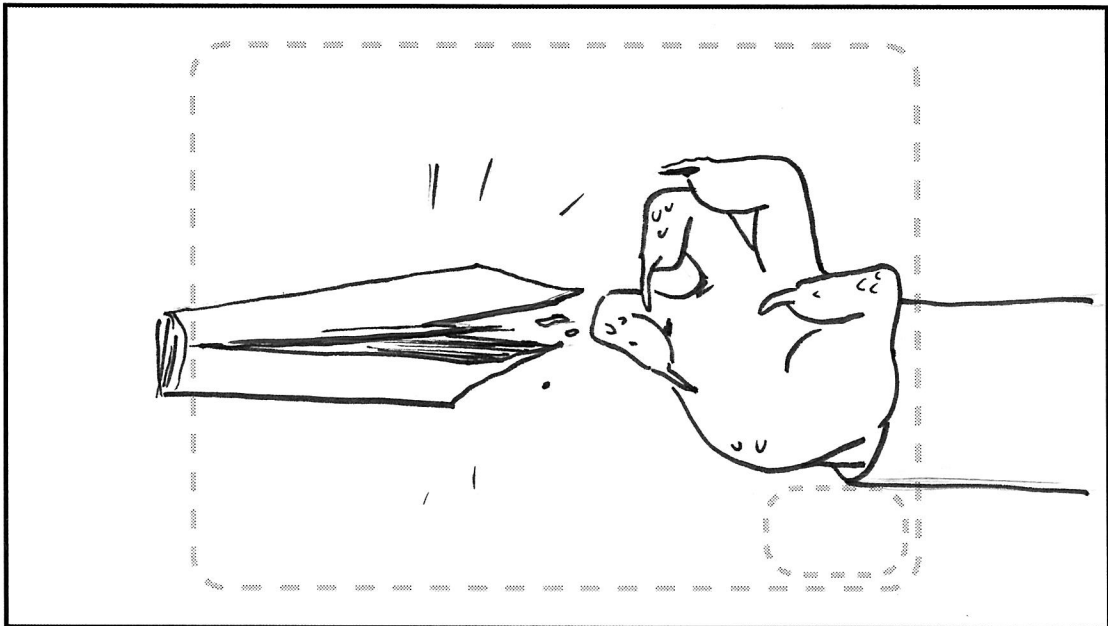


Sc. 49

Pnl. B

Bg.

day night

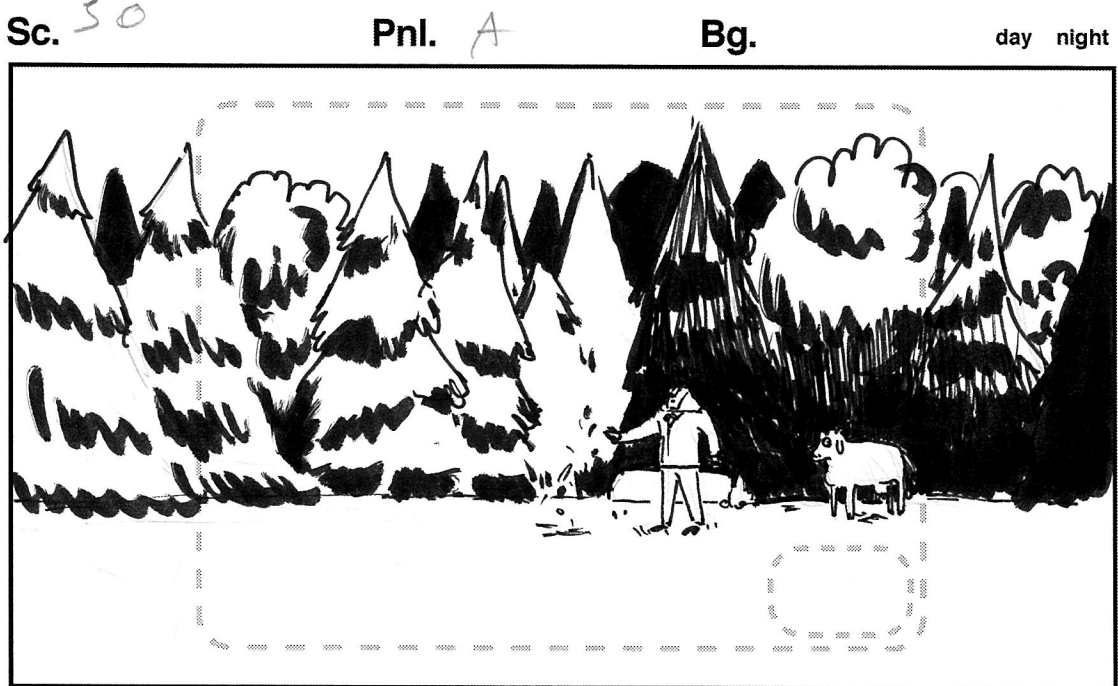
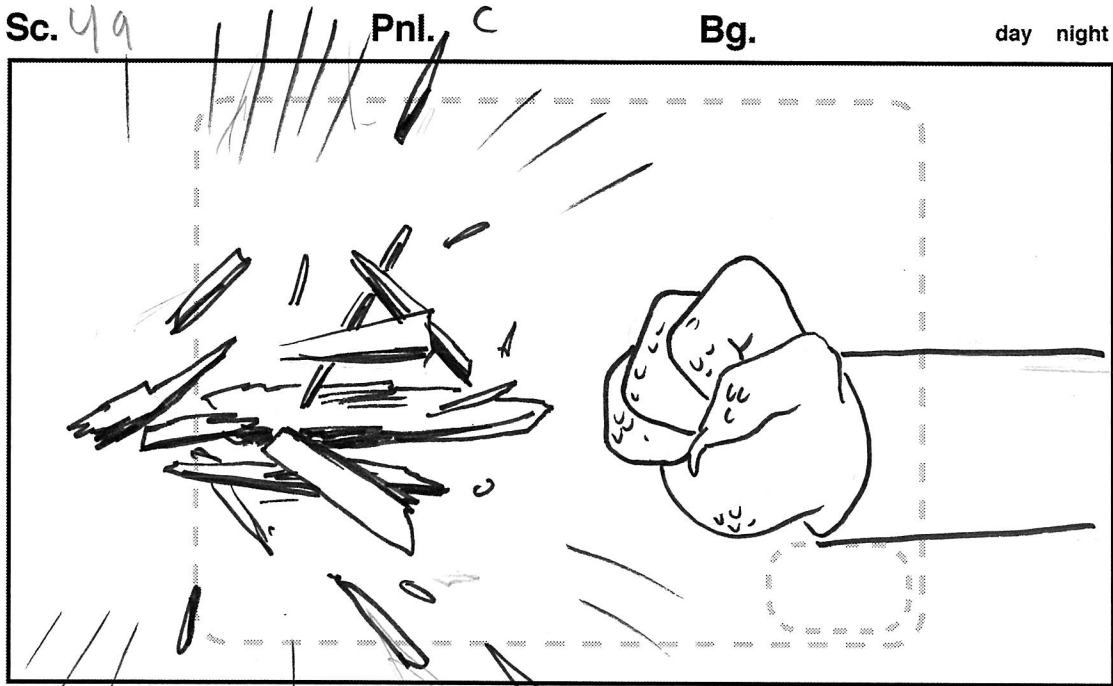


|         |                |
|---------|----------------|
| Dialog: | (SFX) (SNAP!)  |
| Action: | - stake splits |
| Timing: |                |

EPISODE # 1034-222

Production:

ADVENTURE TIME



Dialog:

(M) aw man!  
(os)

(VK) just hear me out, Marceline

Action:

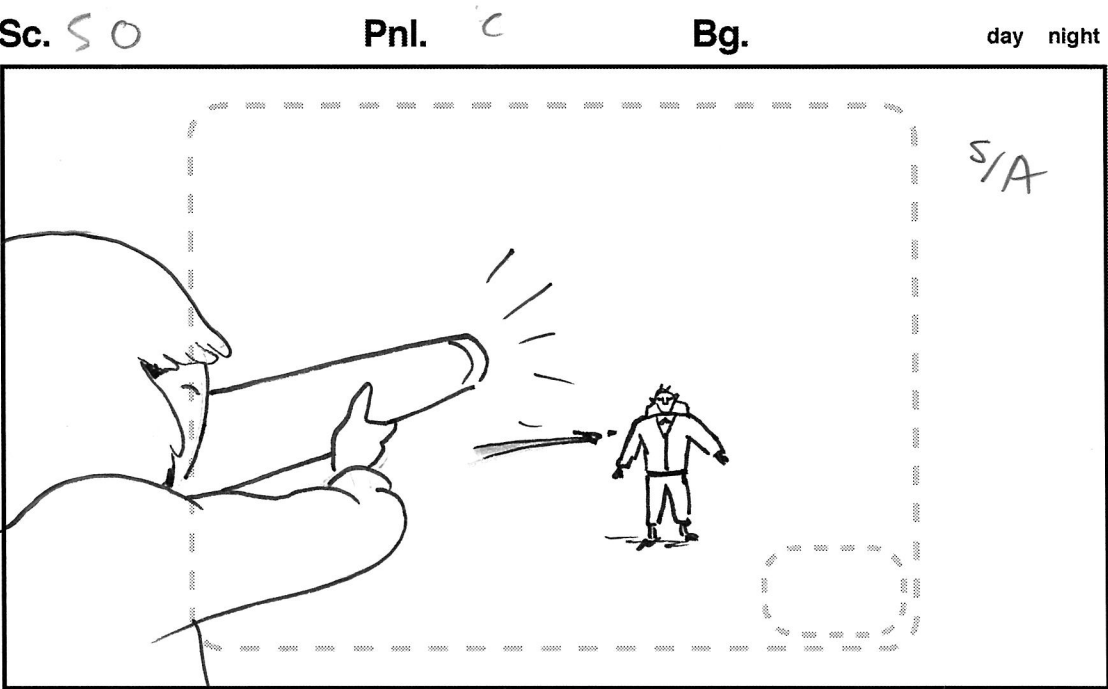
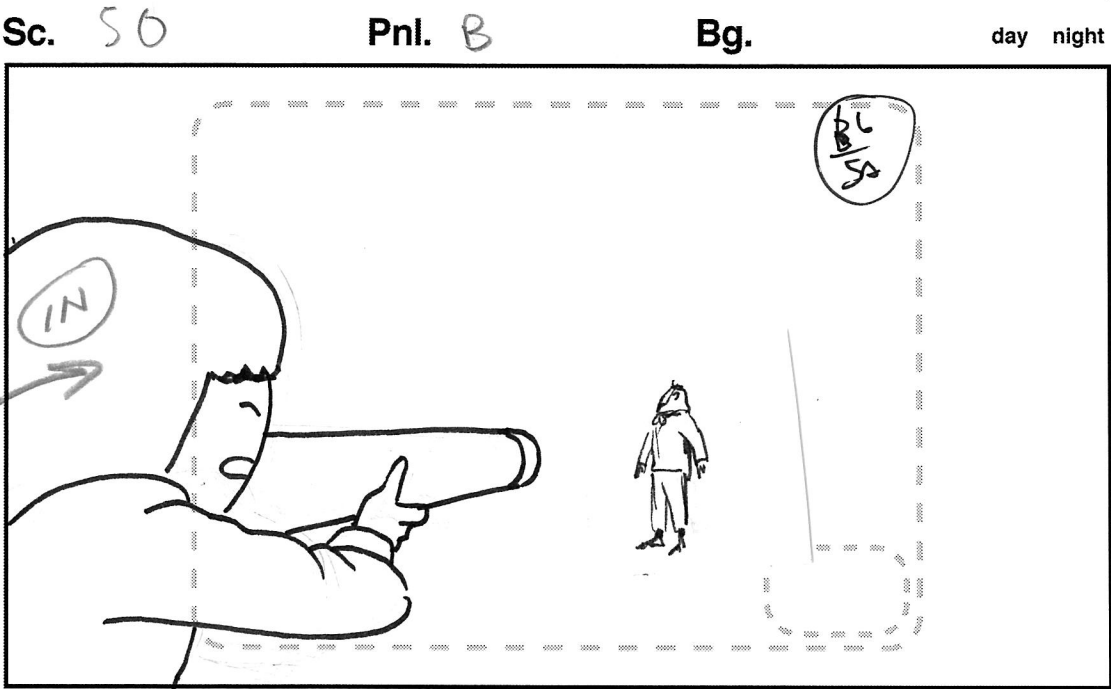
- stake explodes into shards.

shards fall to ground

vk rotates to track invisible Marcy

Timing:

ADVENTURE TIME



Dialog: (PB) hear this !

Action: - PB POSITION IN FOREGROUND. - PB fires, recoil. tiny stake bullet flies through air

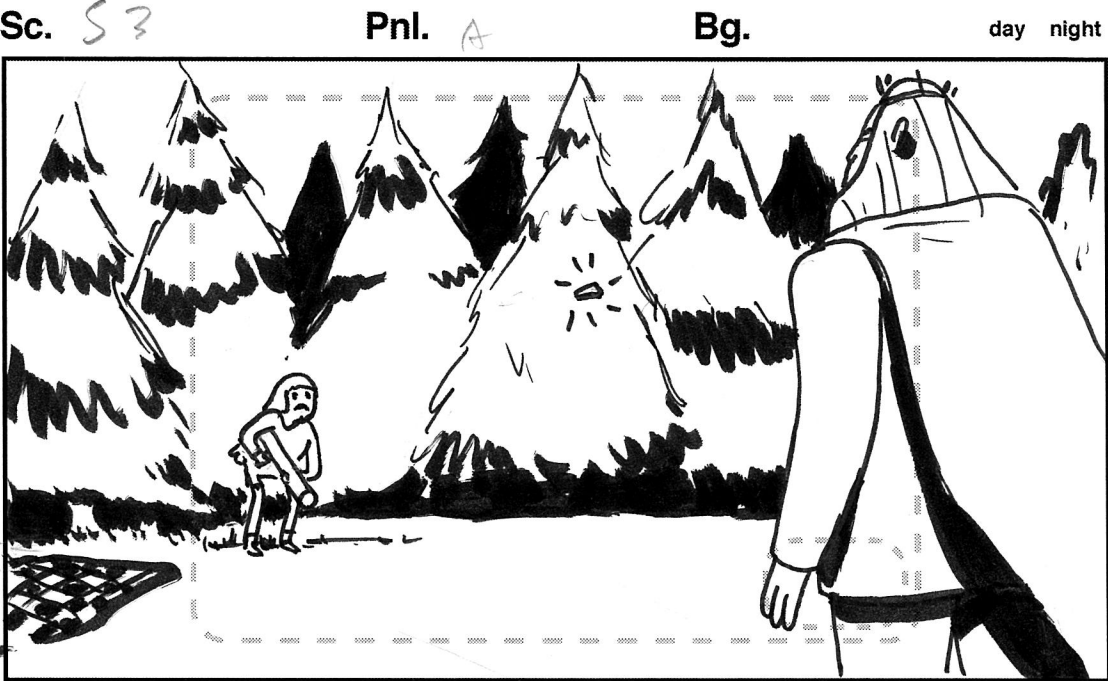
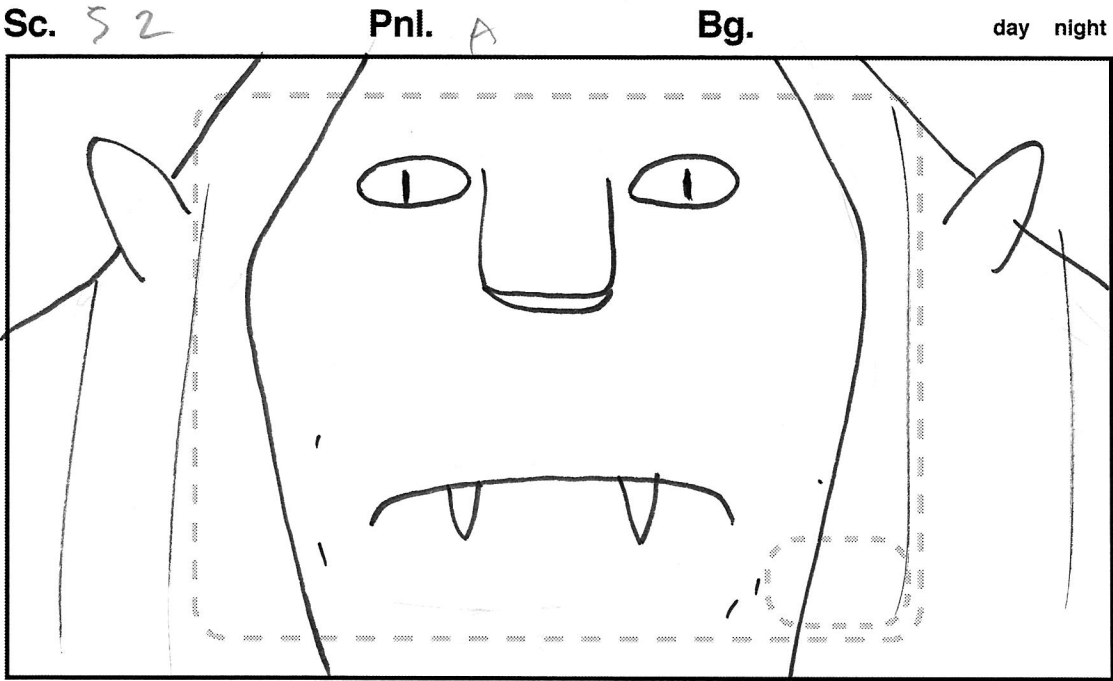
Timing:

EPISODE # 1034-222

Production:

No Sc. 51

ADVENTURE TIME



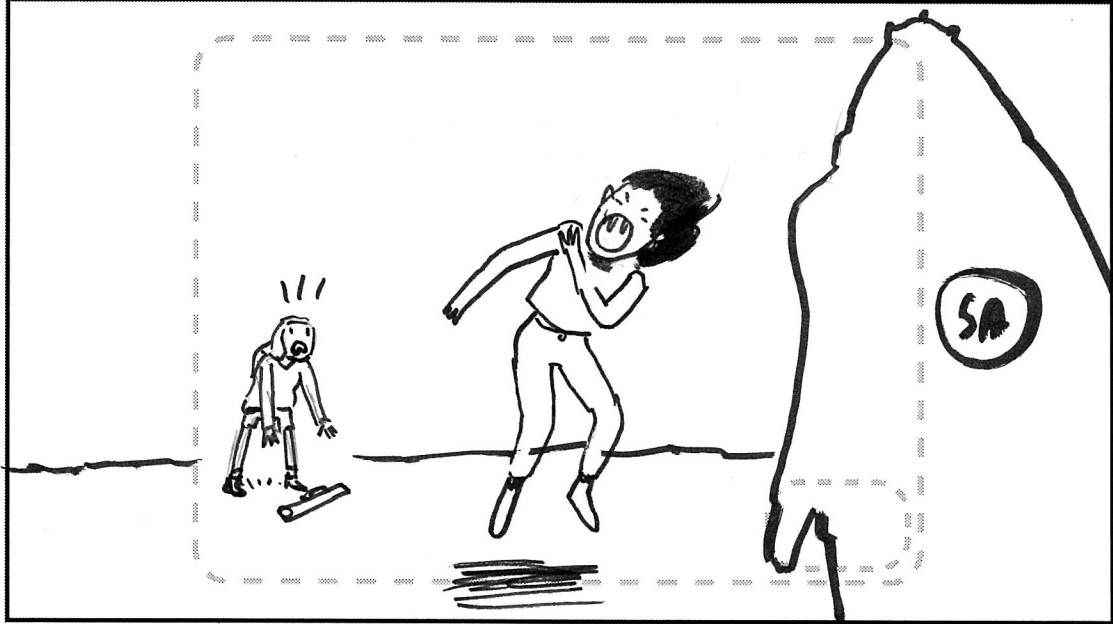
|         |                         |                |
|---------|-------------------------|----------------|
| Dialog: | (st) Shoo mp!           | (m) YOW —————→ |
| Action: | - STAKE FLOATS MID AIR. |                |
| Timing: |                         |                |

EPISODE # 1034-222  
Production:

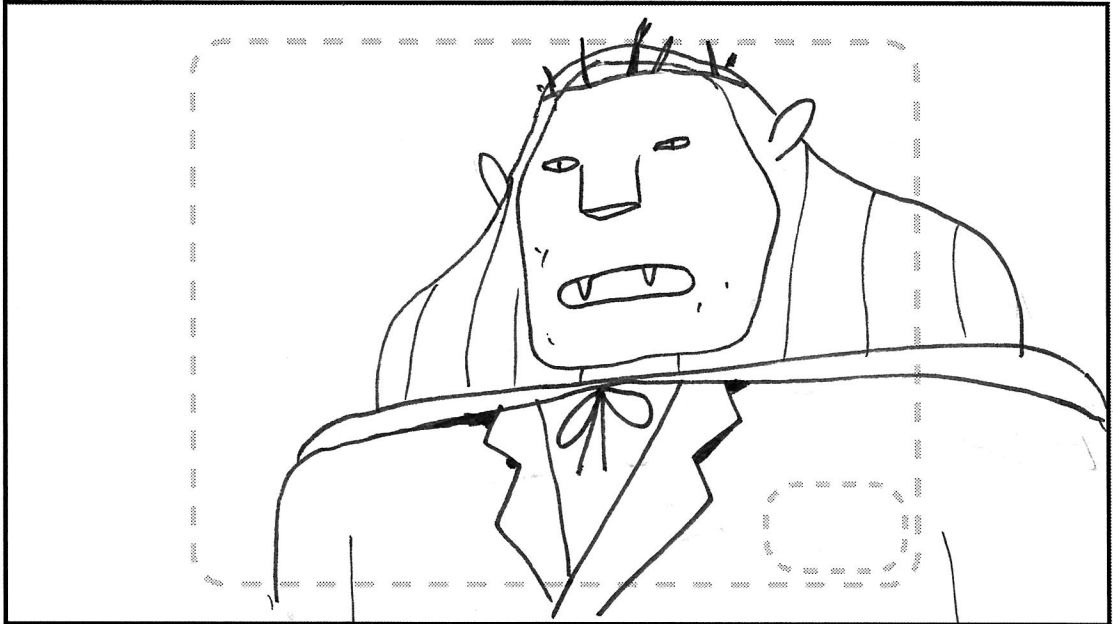
ADVENTURE TIME



Sc. 53 Pnl. B Bg. day night



Sc. 54 Pnl. A Bg. day night



Dialog: (M) (cont) → Ch! (VK) Will you calm down and listen to -

Action: - M re-appears IN STAKE'S PATH.

Timing:

EPISODE # 1034-222  
Production:



ADVENTURE TIME



Sc. 54

Pnl. B

Bg.

day night

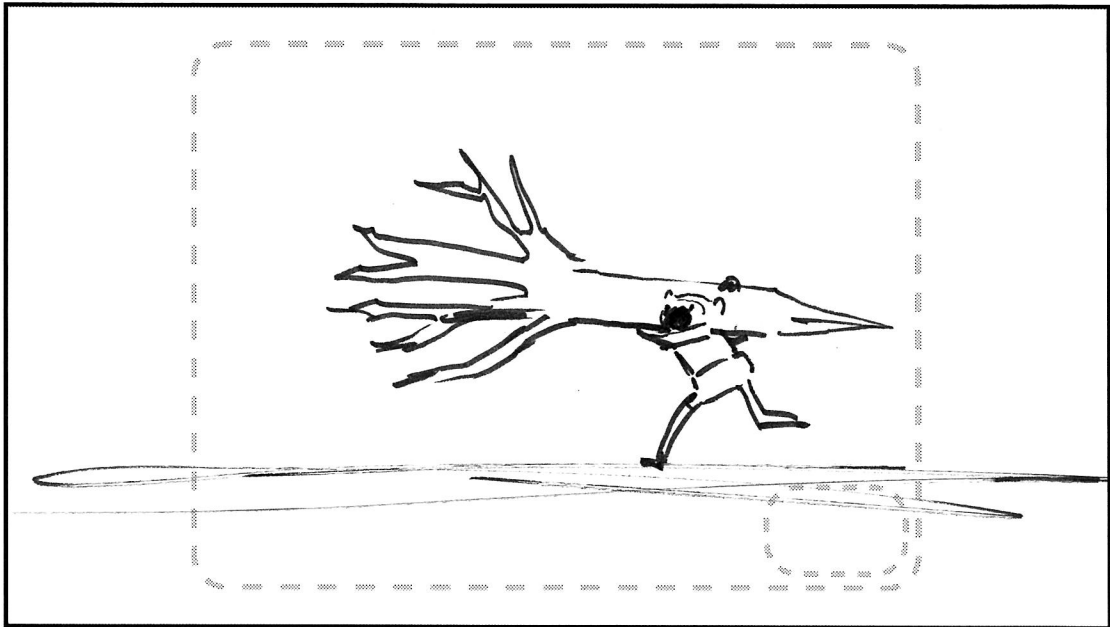


Sc. 55

Pnl. A

Bg.

day night



Dialog:

Ⓕ (os) (Battle cry)

Ⓕ Battle cry cont

Action:

-VK TURNS.

- F. RUSHES W/ SHARPENED  
MULTI STAKE TREE

Timing:

1034-222

EPISODE #

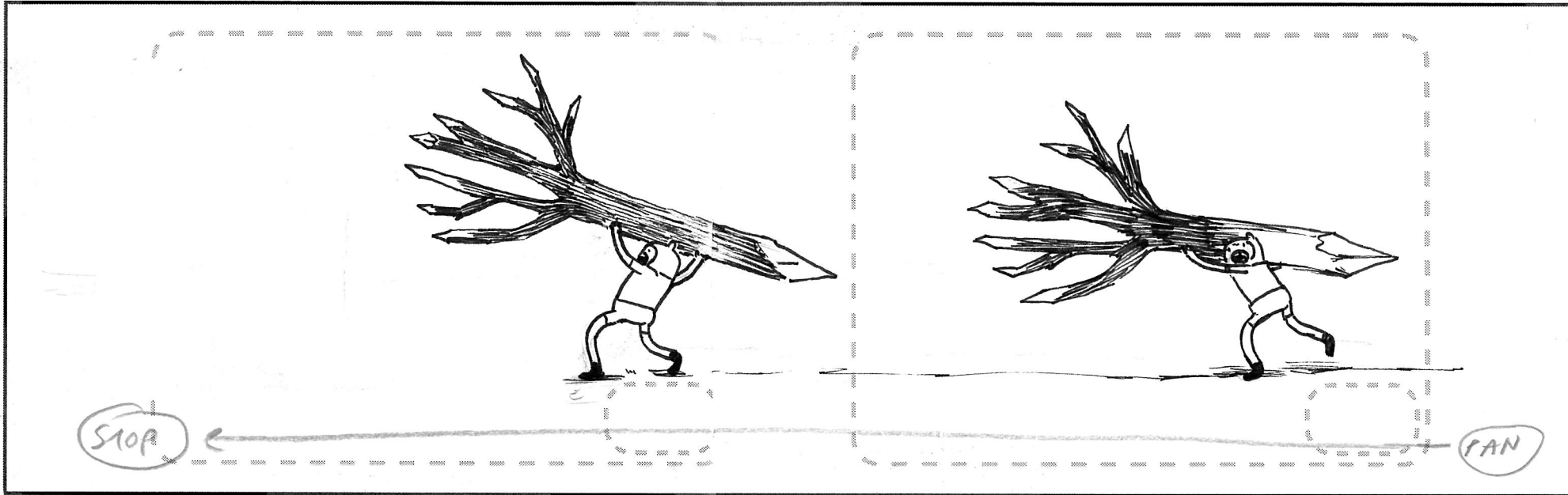
Production:

# ADVENTURE TIME



Page 70  
day night

Sc. SS Pnl. B Bg. day night Sc. Pnl. Bg.



|         |   |
|---------|---|
| Dialog: | (F) Battle cry cont. _____                  |
| Action: | -FINN RUNS FORWARD, ANTICS.<br>-PAN W/ FINN |
| Timing: |   |

EPISODE # 1034-222  
Production:

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ADVENTURE TIME



Sc. 55

Pnl. C

Bg.

day night

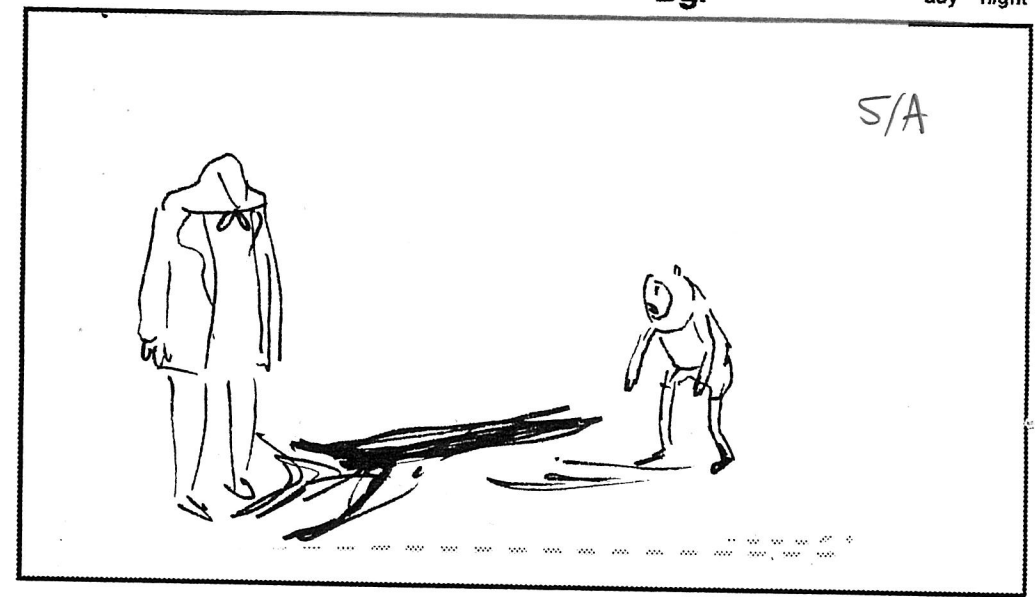
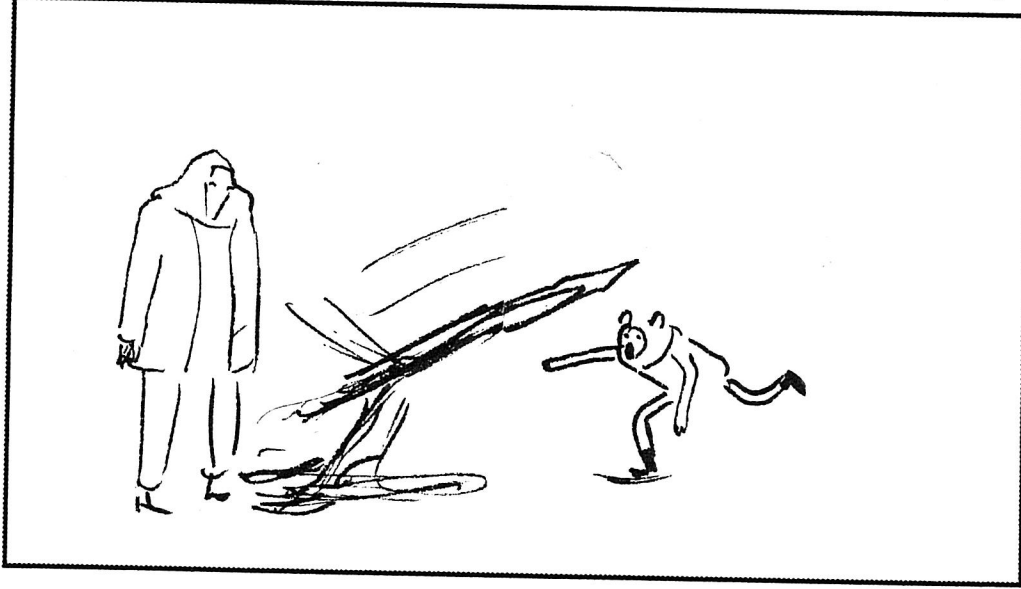
Sc. 55

Pnl. D

Bg.

Page 71

day night



|        |                        |                         |
|--------|------------------------|-------------------------|
| Dialog | (F) Hunngh!            | SFX: *SHFF*             |
| Action | - F. HURLS STAKE-TREE. | TREE FALLS AT VK'S FEET |
| Timing | ~~~~~                  |                         |

EPISODE # 1034-222

Production:

# ADVENTURE TIME

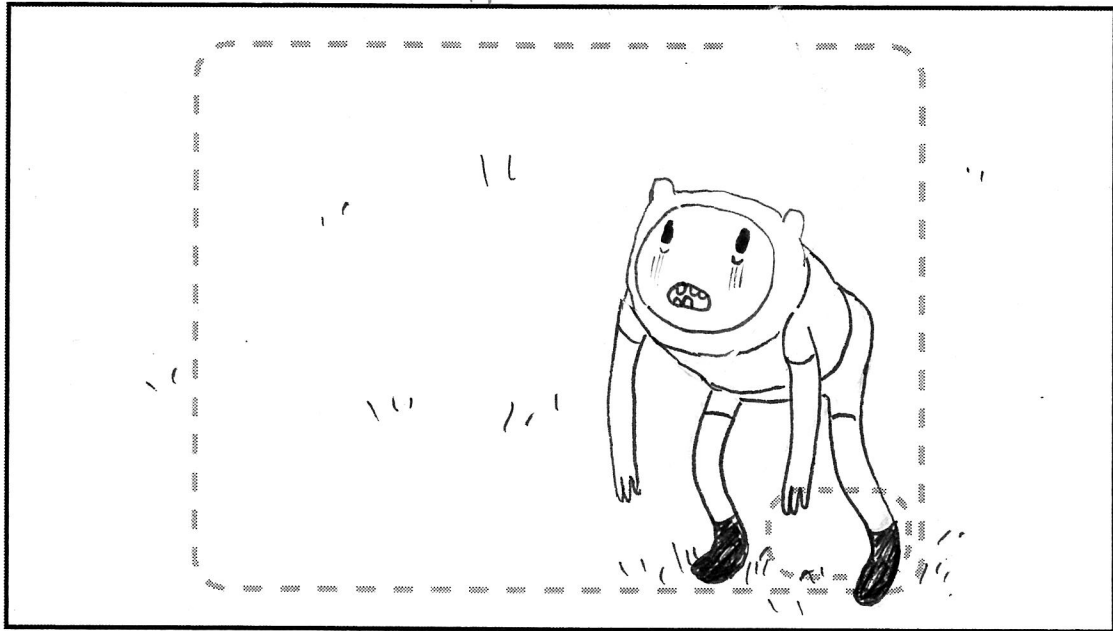


Sc. 56

Pnl. A

Bg.

day night

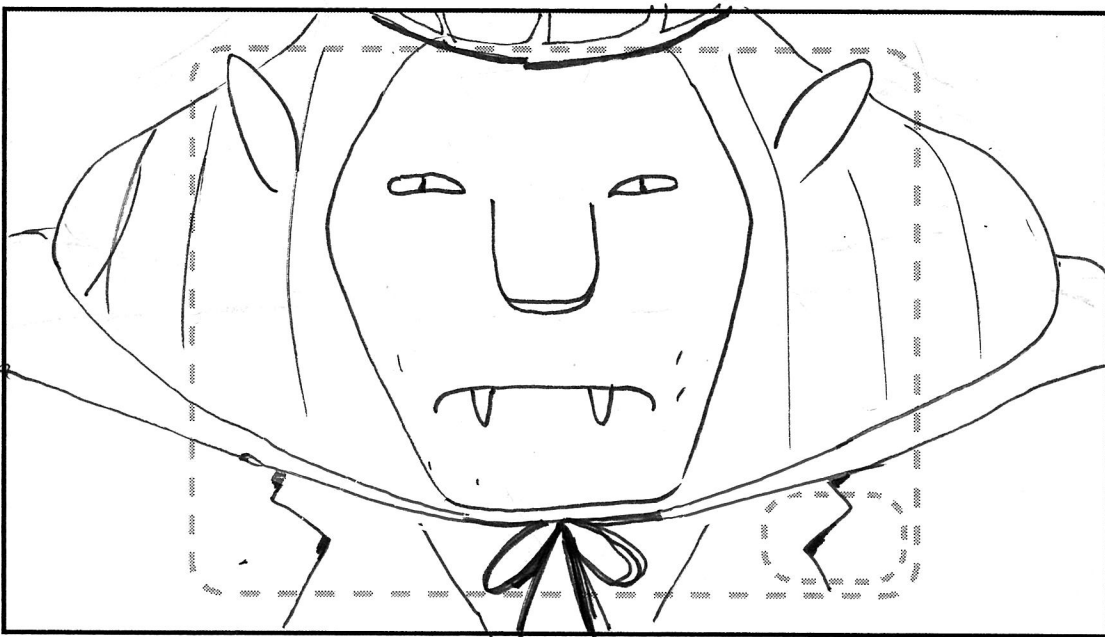


Sc. 57

Pnl. A

Bg.

day night



|                             |                       |
|-----------------------------|-----------------------|
| Dialog:                     |                       |
| (F) (Breathing hard) SHOOT. | (Vk) (exhale - Growl) |
| Action:                     |                       |
| Timing:                     |                       |

EPISODE # 1034-222

Production:

ADVENTURE TIME

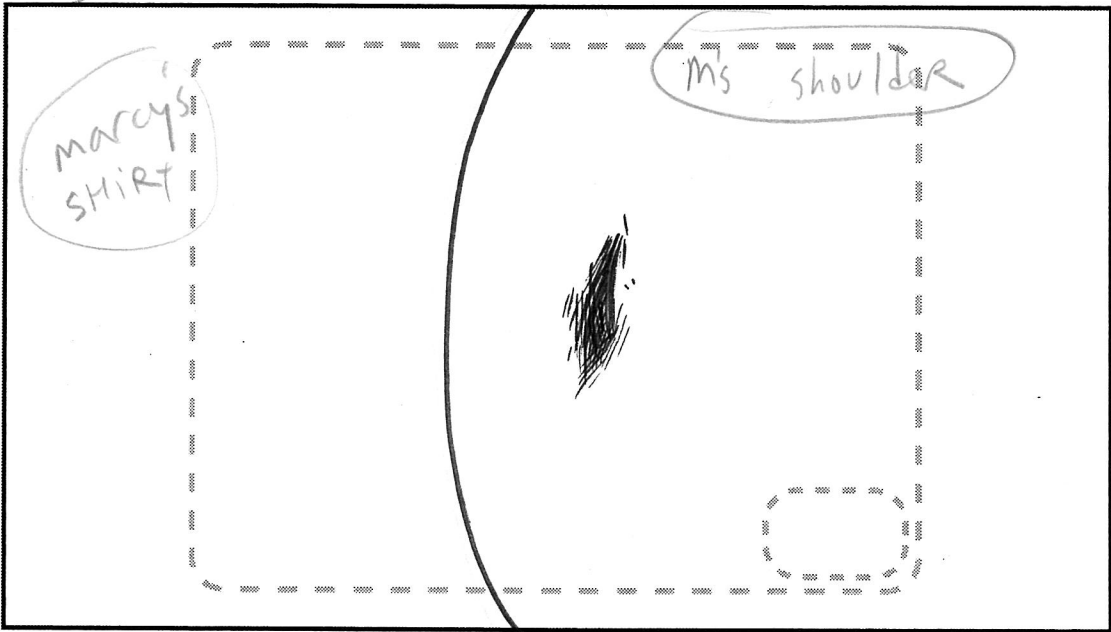


Sc. 58

Pnl. A-

Bg.

day night

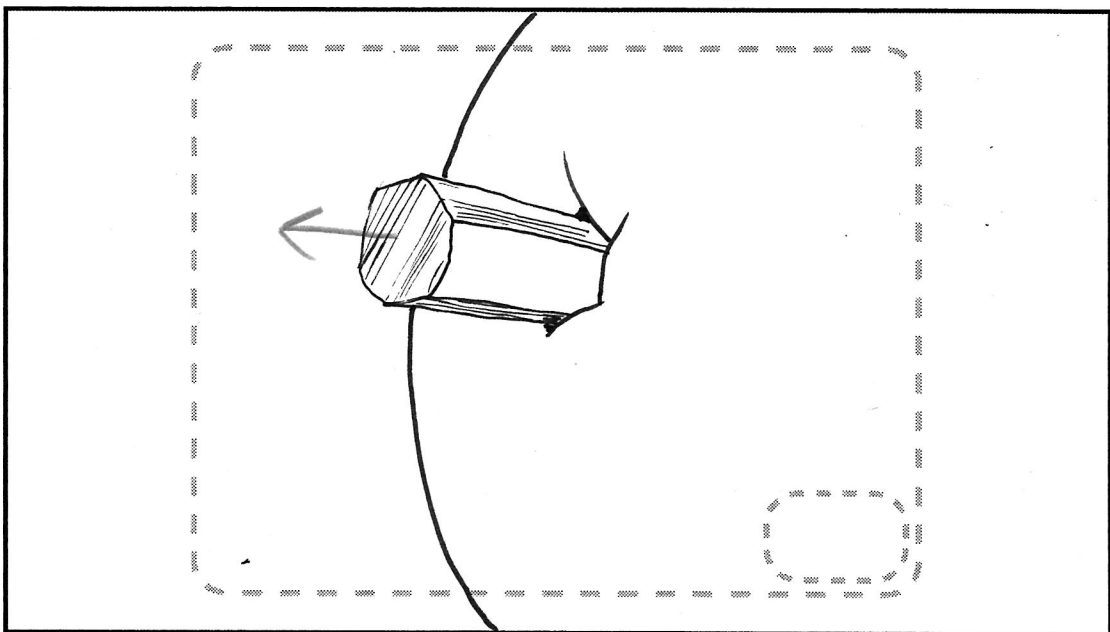


Sc. 58

Pnl. B

Bg.

day night



Dialog:

Action:

Timing:

- Close up of Marceline's shoulder with wound - wooden stake  
bullet emerges from wound

# ADVENTURE TIME

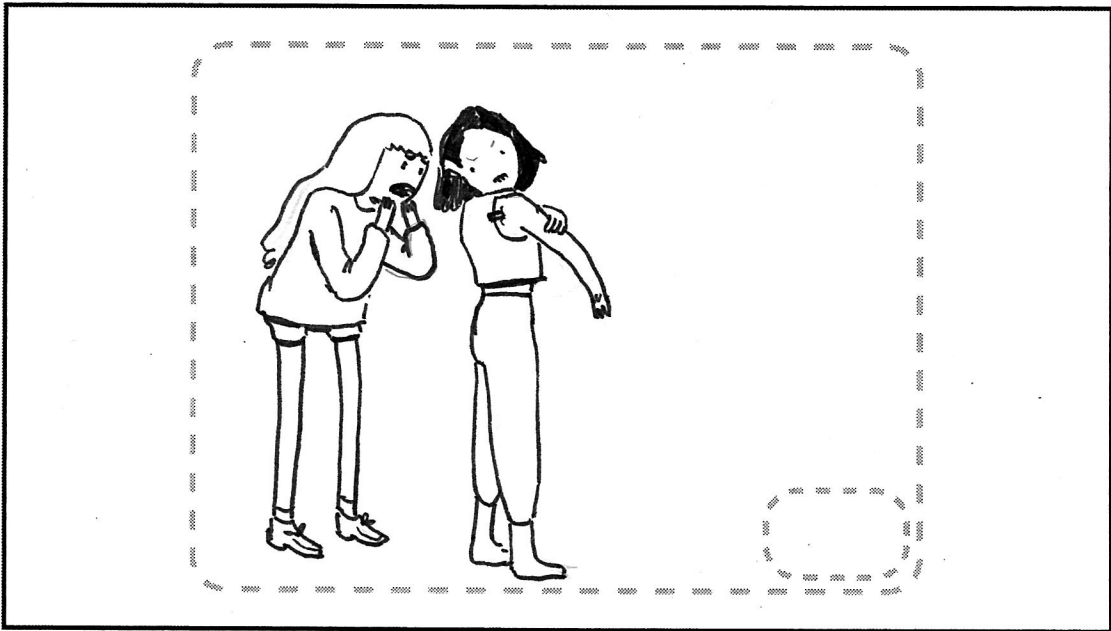


Sc. 59

Pnl. A

Bg.

day night

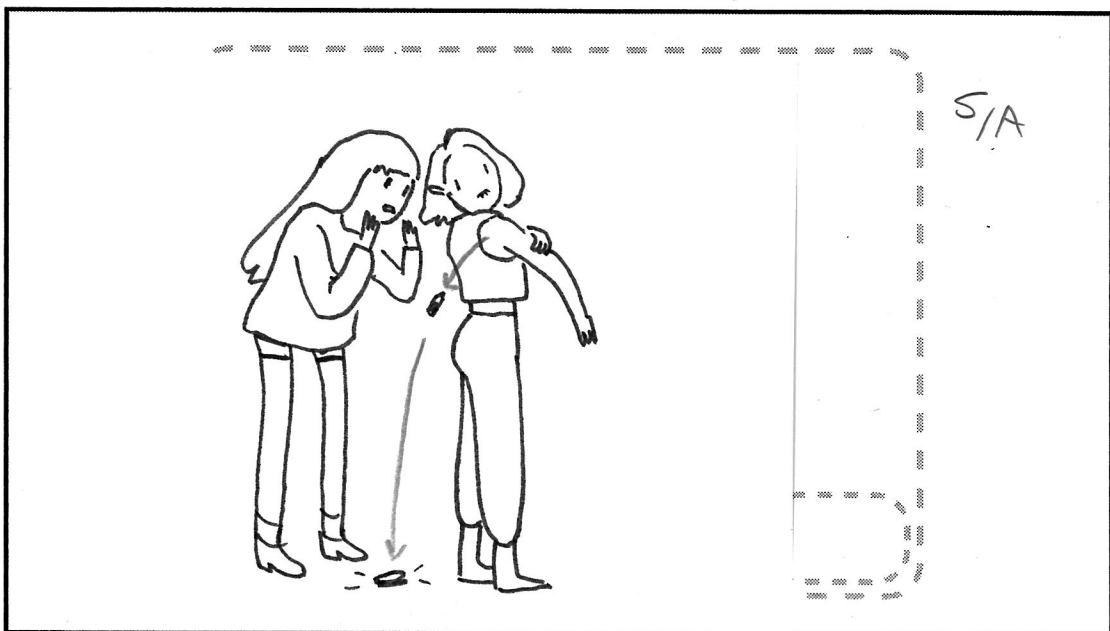


Sc. 59

Pnl. B

Bg.

day night



Dialog:

PB (suck air between teeth sound) Sfx Pop!

Action:

— Stake Bullet pops out. m's skin  
heals

Timing:

EPISODE # 1034-222

Production:

ADVENTURE TIME

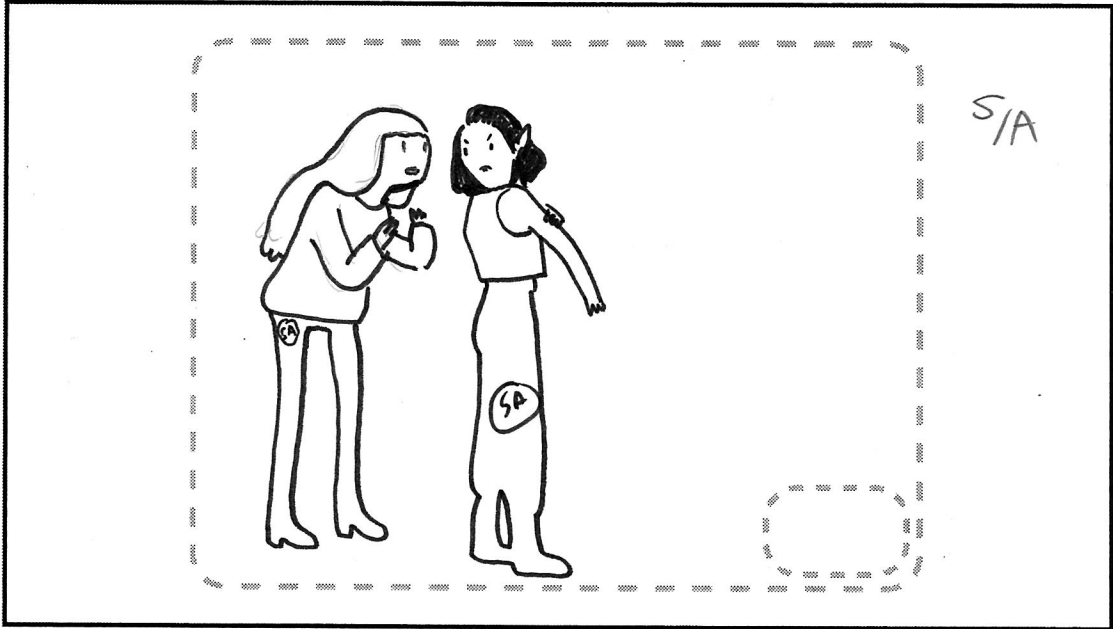


Sc. 59

Pnl. C

Bg.

day night

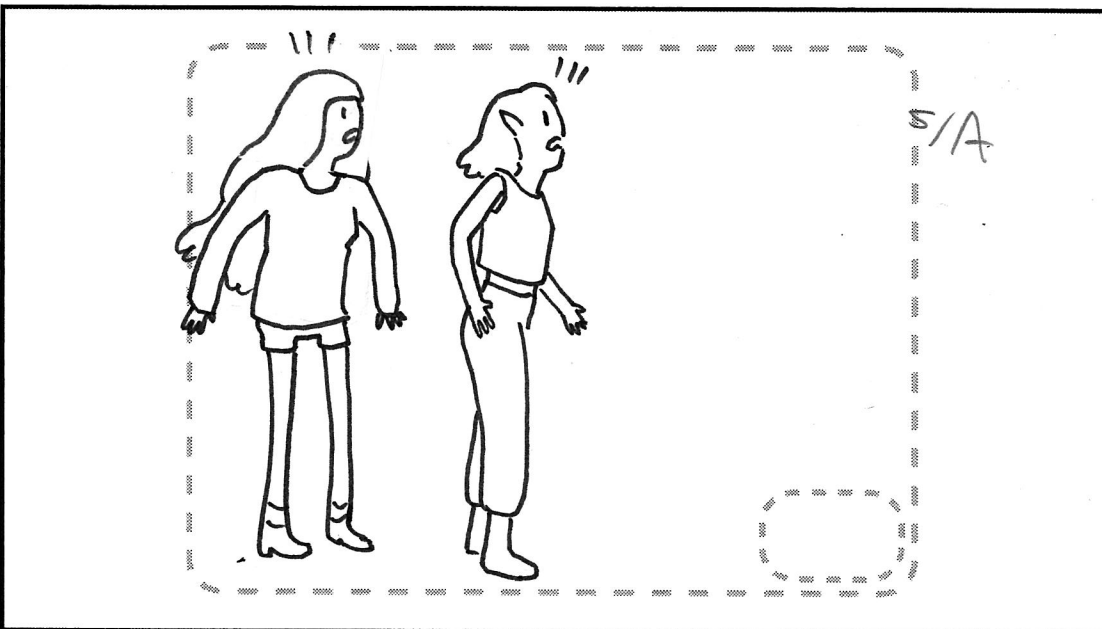


Sc. 59

Pnl. D

Bg.

day night



|         |                      |                       |
|---------|----------------------|-----------------------|
| Dialog: | (PB) Sorry, really.  | (F) (os) (struggling) |
| Action: | - PB + M Look off/S. |                       |
| Timing: |                      |                       |

EPISODE # 1034-222  
Production:



# ADVENTURE TIME



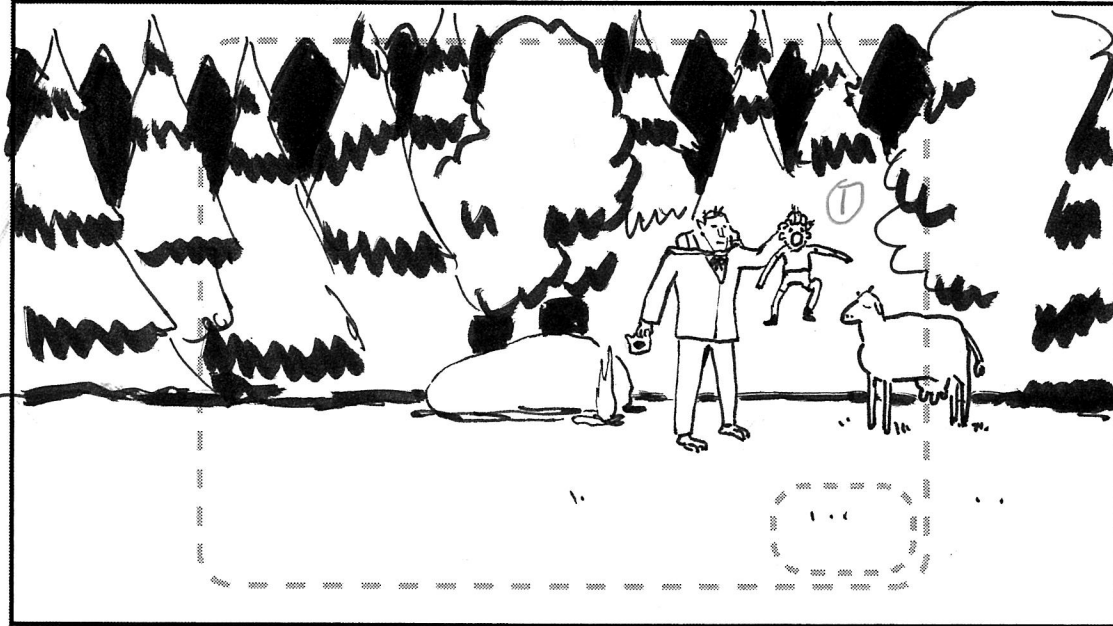
Page 76

Sc. 60

Pnl. A

Bg.

day night

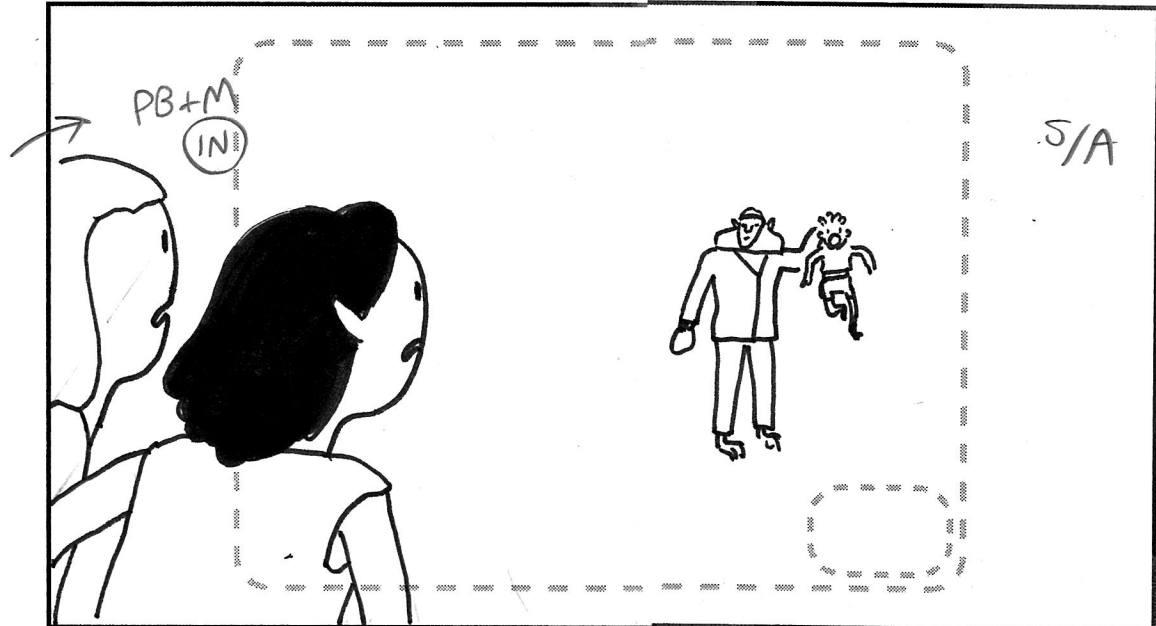


Sc. 60

Pnl. B

Bg.

day night



Dialog:

Action: - Finn struggles  
IN VK'S HAND



PB + M COME ON/S.

Timing:

EPISODE # 1034-222

Production:

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# ADVENTURE TIME



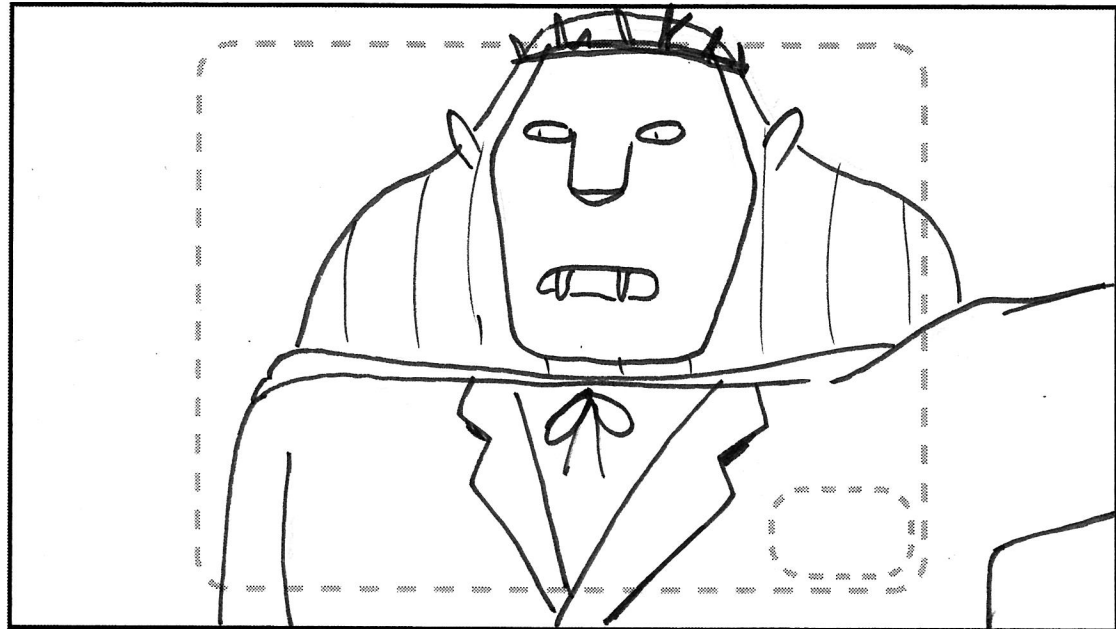
Page 77

Sc. 61

Pnl. A

Bg.

day night

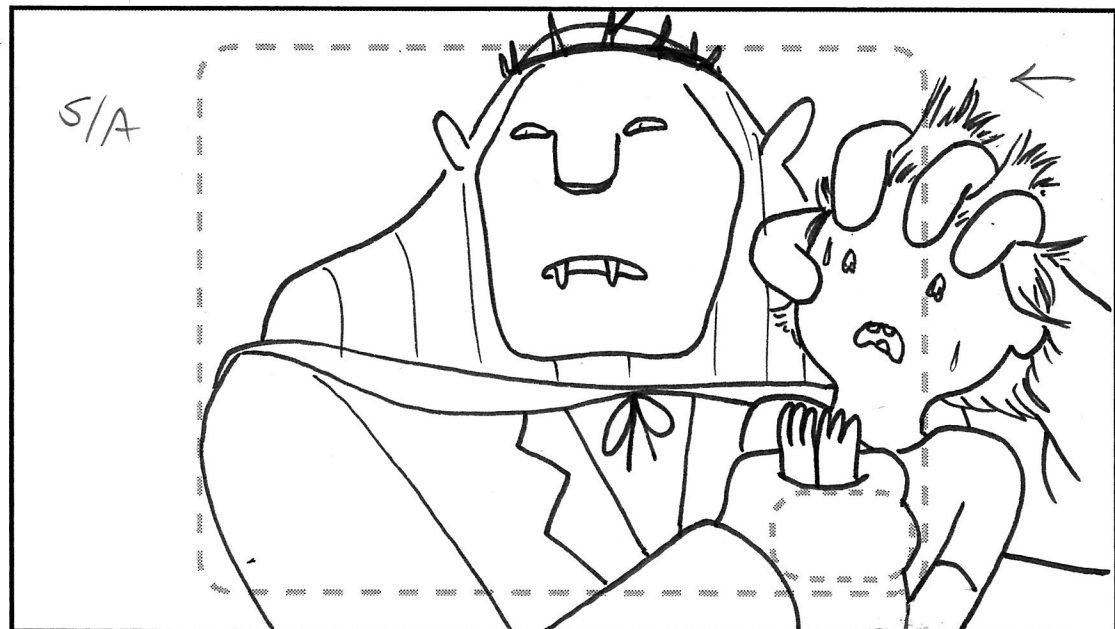


Sc. 61

Pnl. B

Bg.

day night



Dialog:

(VK) stay calm ...

(VK) And NoBody gets hurt

Action:

Timing:

EPISODE # 1034-222

Production:

ADVENTURE TIME

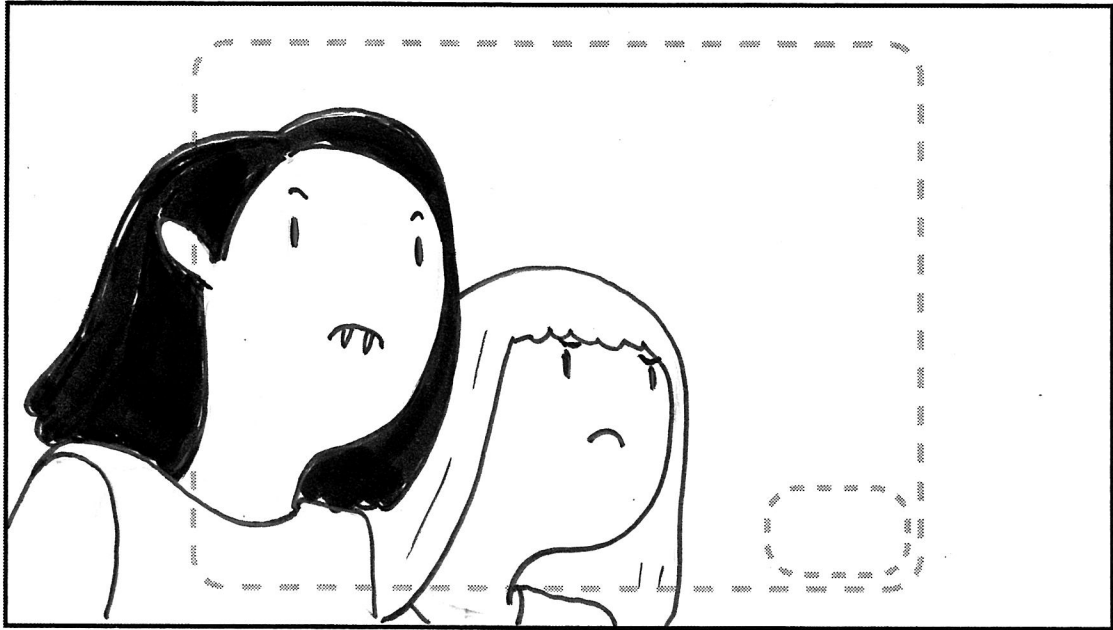


Sc. 62

Pnl. A

Bg.

day night

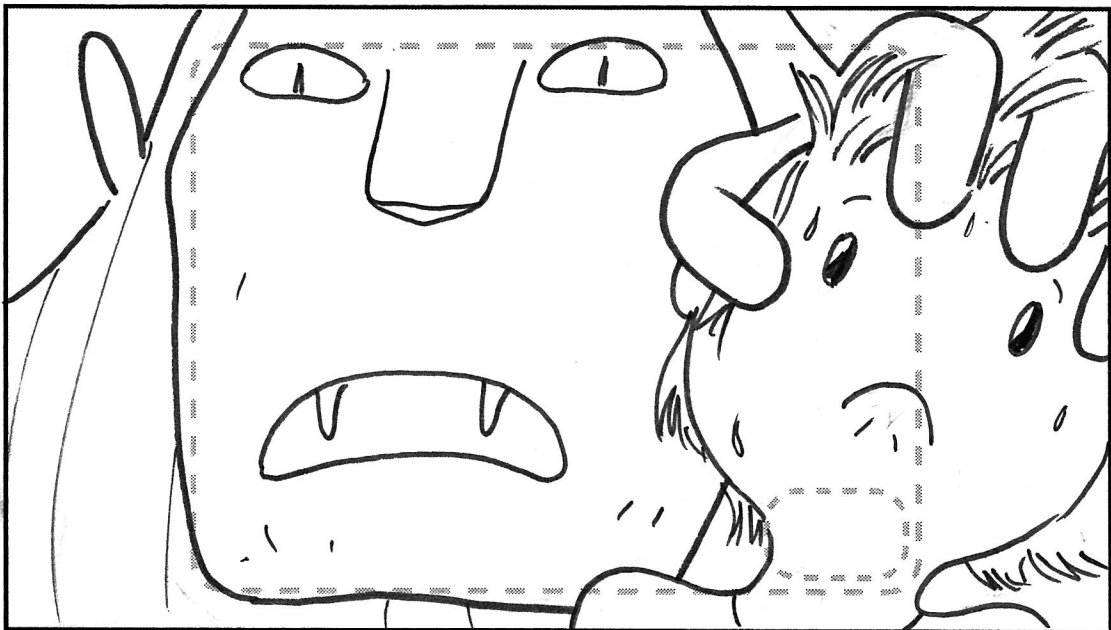


Sc. 63

Pnl. A

Bg.

day night

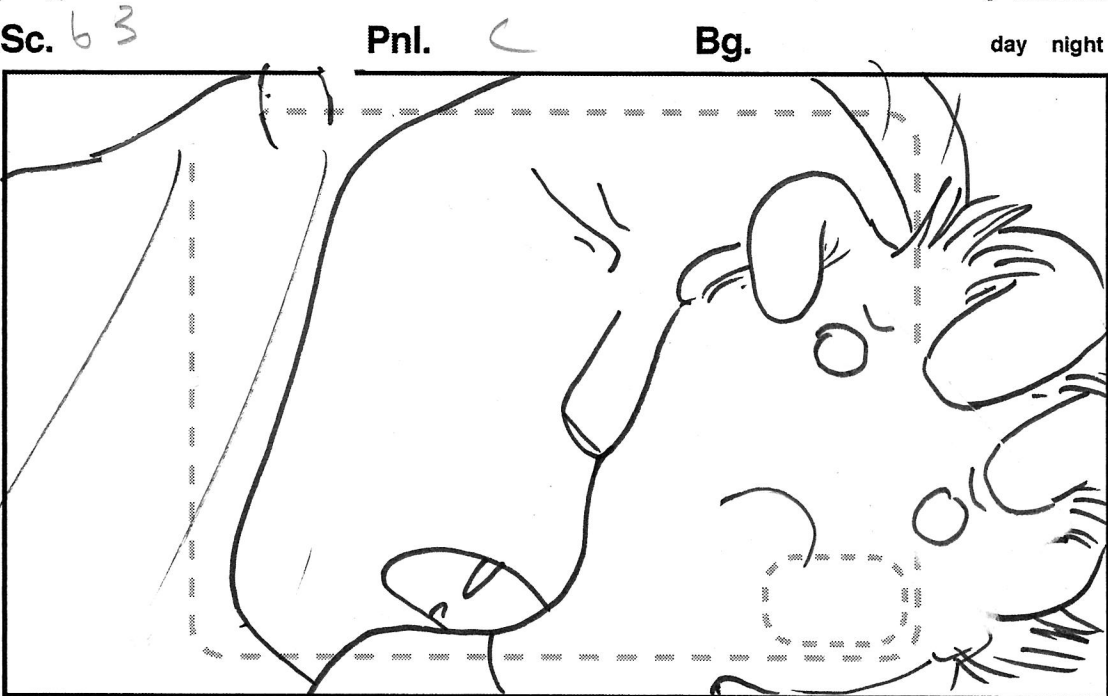
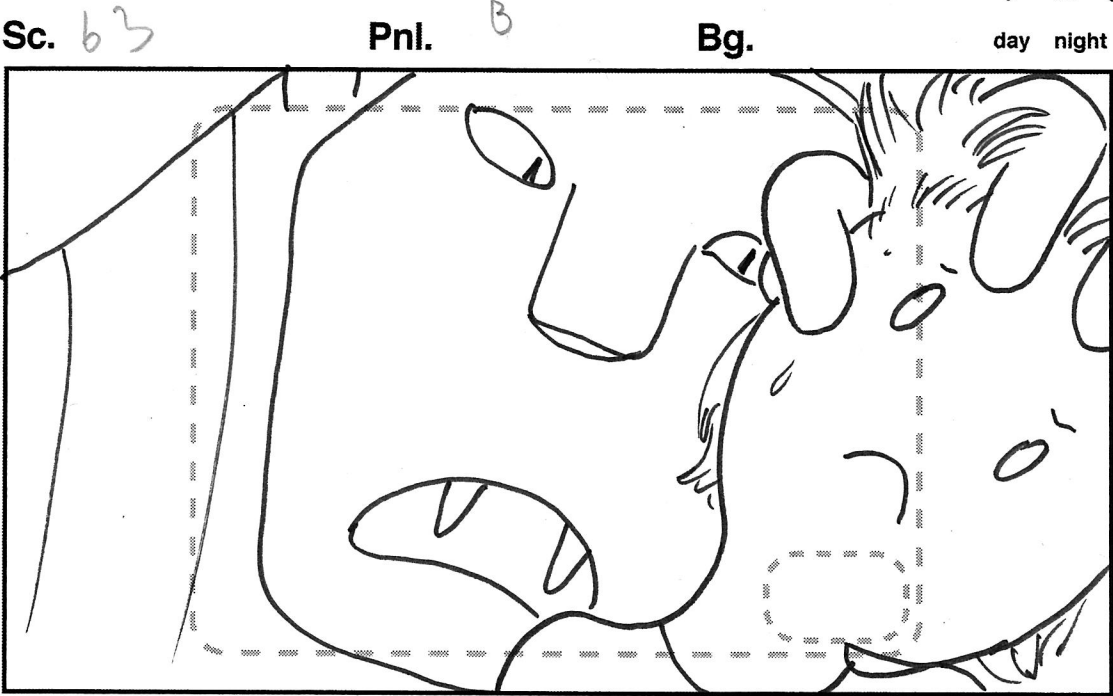


|         |  |
|---------|--|
| Dialog: | <p>VK (ops) I know what you must think of me VK And you'd be right -</p> |
| Action: |  |
| Timing: |  |

EPISODE # 1034-222

Production:

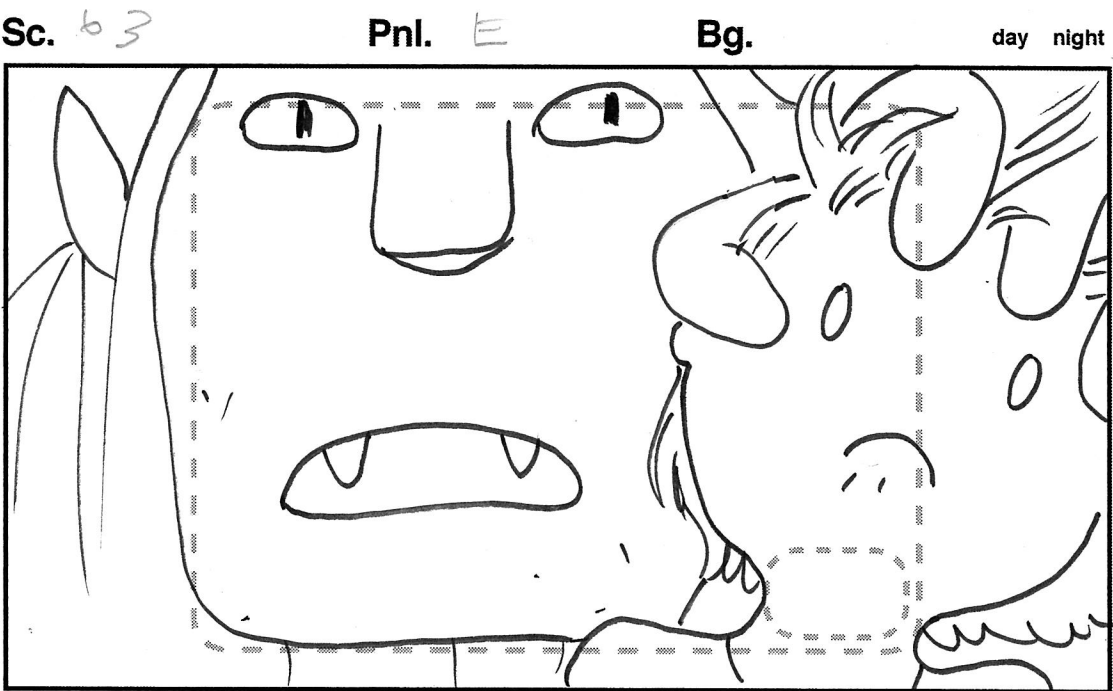
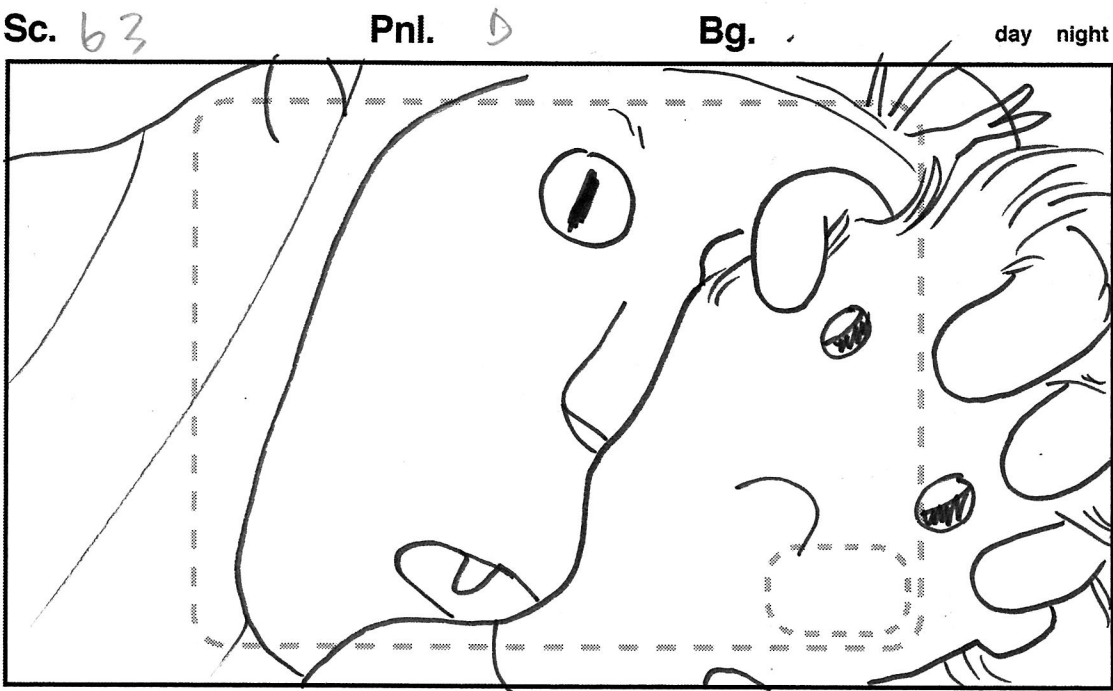
ADVENTURE TIME



|         |  |
|---------|--|
| Dialog: | (VK) my thirst for blood -- (VK) is an awesome force |
| Action: | -VK LEANS INTO FINN.                                 |
| Timing: |  |

EPISODE # 1034-222  
Production:

ADVENTURE TIME



|         |            |  |
|---------|------------|--|
| Dialog: | (VK) BUT - | (VK) In these new times, I have a chance |
| Action: |            |  |
| Timing: |            |  |

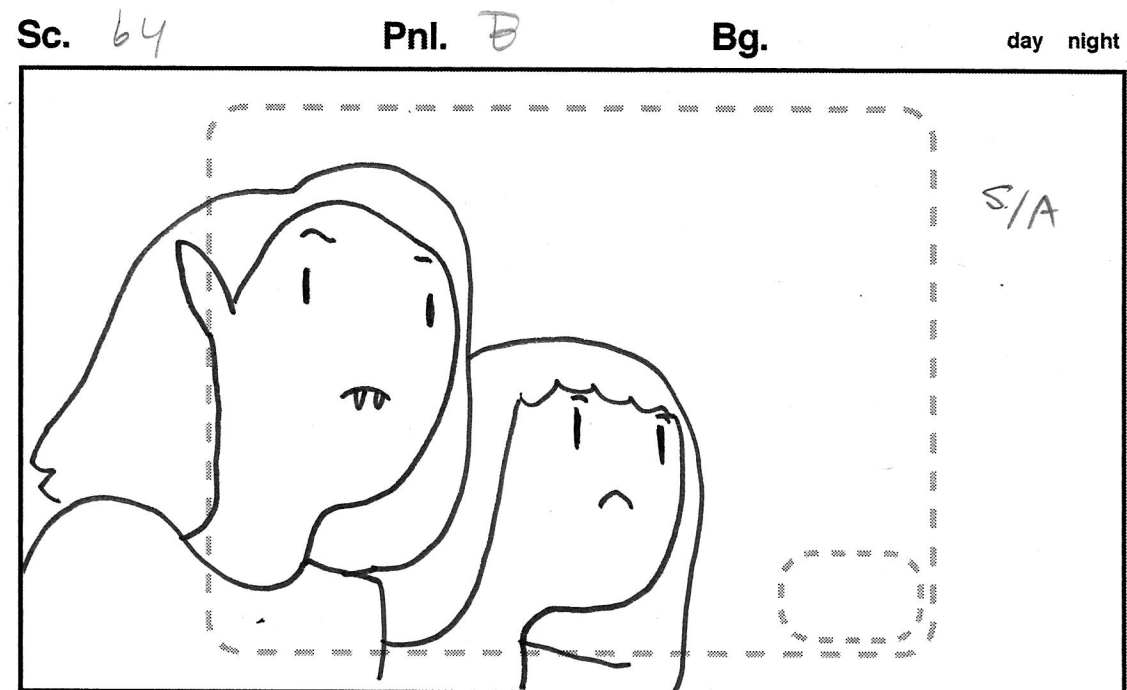
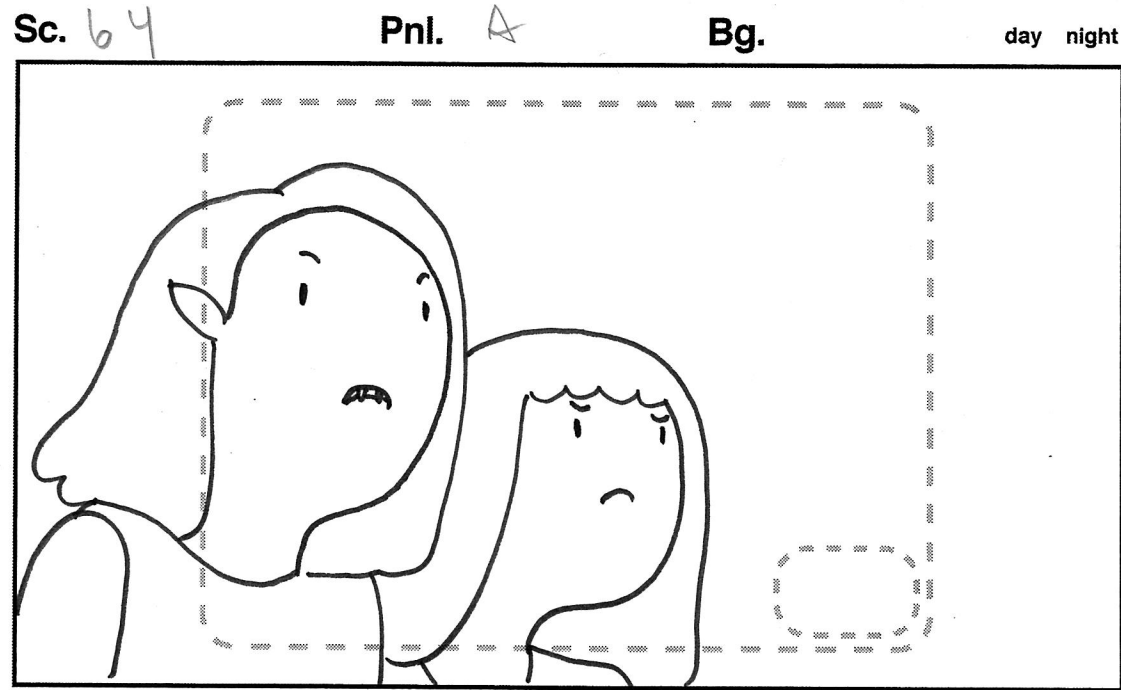
EPISODE # 1034-222

Production:

# ADVENTURE TIME



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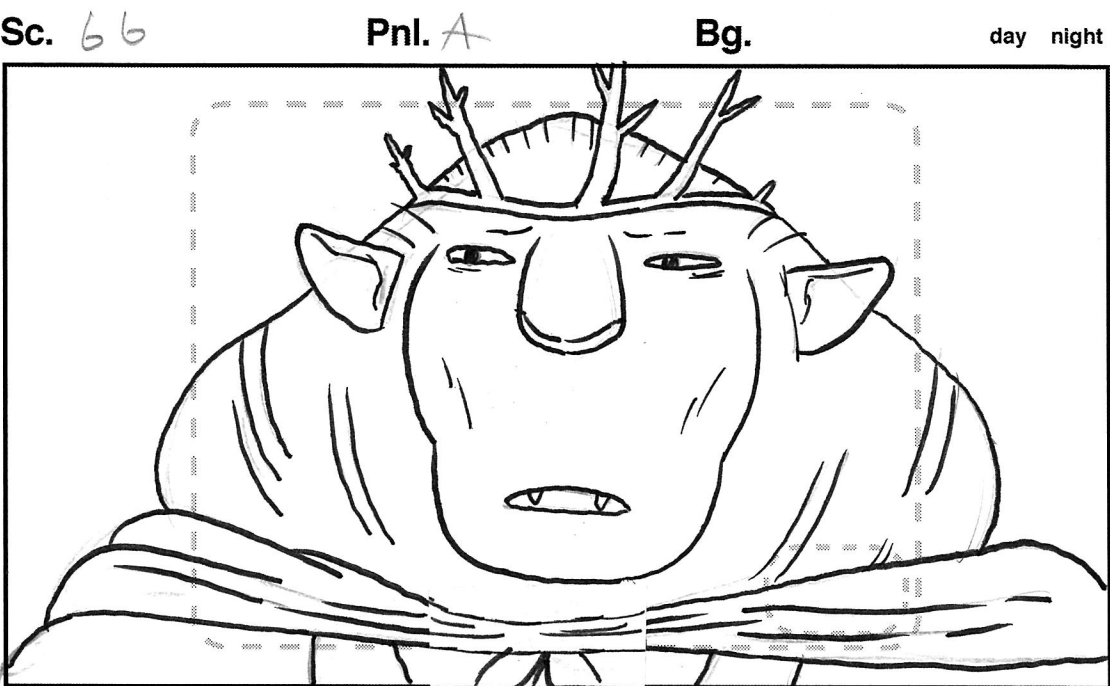
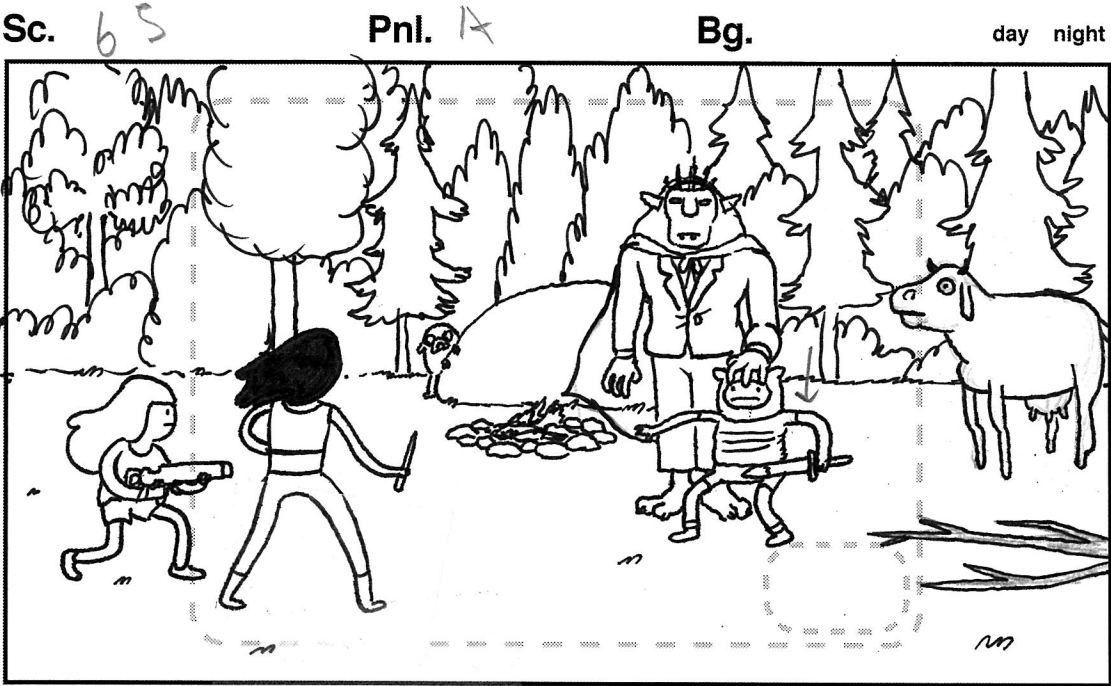


|         |                          |   |
|---------|--------------------------|---|
| Dialog: | <u>VK</u> (os) to try -- | <u>VK</u> (os) A <u>different</u> course! |
| Action: | -PB+M LOOK SURPRISED.    |   |
| Timing: |                          |   |

EPISODE # 1034-222

Production:

ADVENTURE TIME



|         |                             |
|---------|-----------------------------|
| Dialog: | <u>VK/ I think I wanna-</u> |
| Action: | -VK SETS FINN DOWN.         |
| Timing: |                             |

EPISODE # 1034-222

Production:



# ADVENTURE TIME

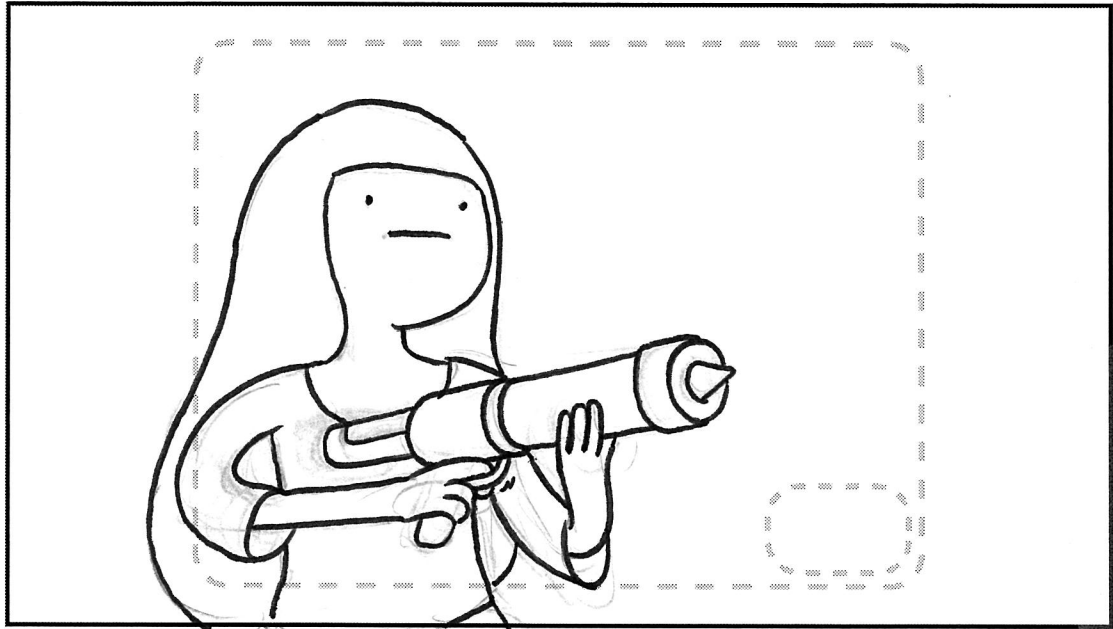


Sc. 67

Pnl. A

Bg.

day night



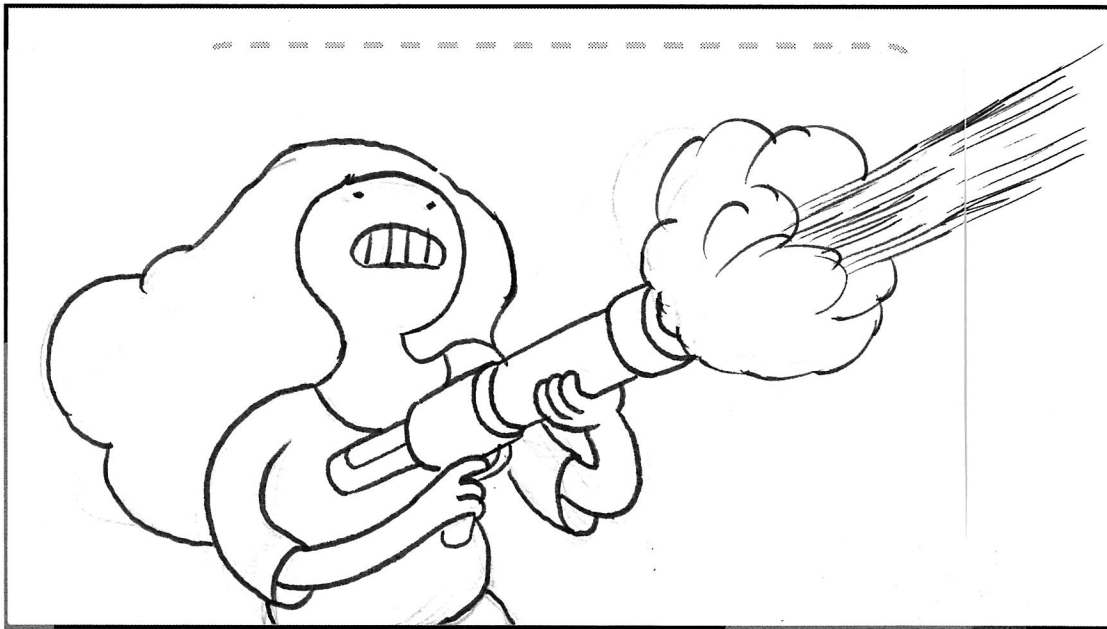
|                          |
|--------------------------|
| Dialog:                  |
| Sfx * CLK ! *            |
| Action: PB pulls trigger |
| Timing:                  |

Sc. 67

Pnl. B

Bg.

day night



|             |
|-------------|
| Sfx: BLAM ! |
|             |
|             |

EPISODE # 1034-222

Production:

# ADVENTURE TIME



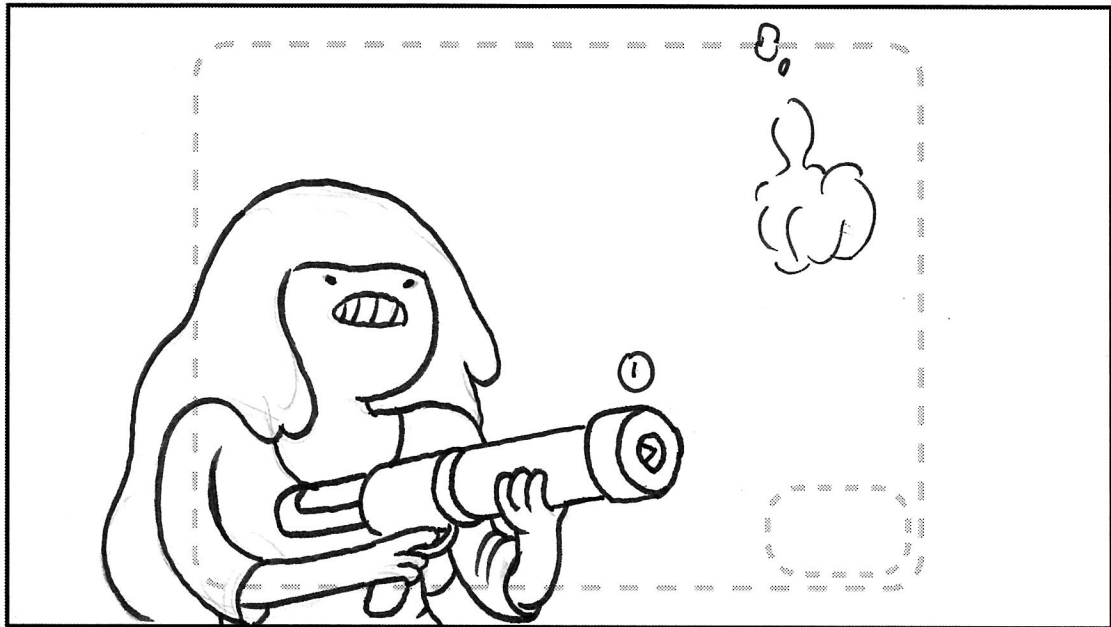
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Sc. 67

Pnl. C

Bg.

day night

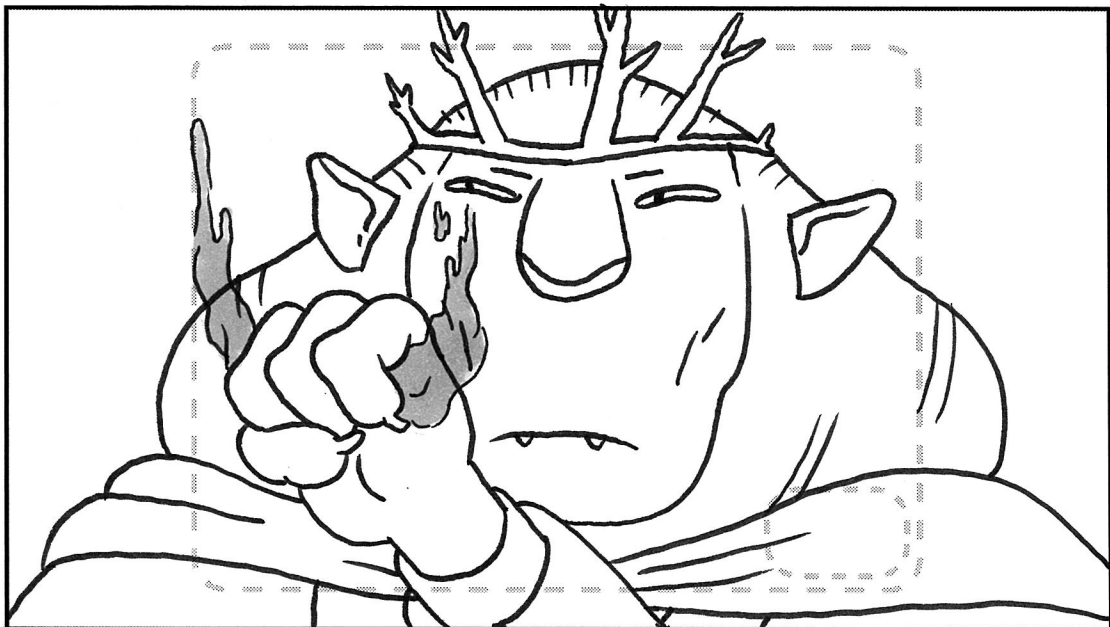


Sc. 68

Pnl. A

Bg.

day night



Dialog:

SFX: \* SHKK \*

Action: - stake gun reloads  
- SMOKE DISSIPATES



Timing:

- VK'S HAND  
HAS SMOKE  
COMING FROM IT.

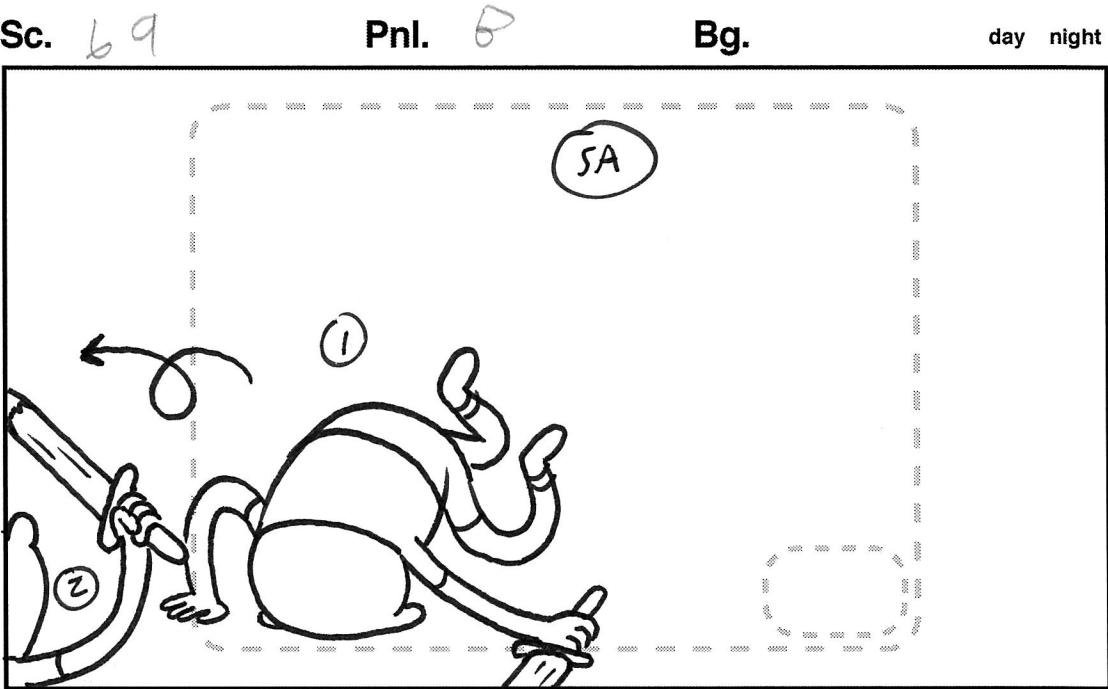
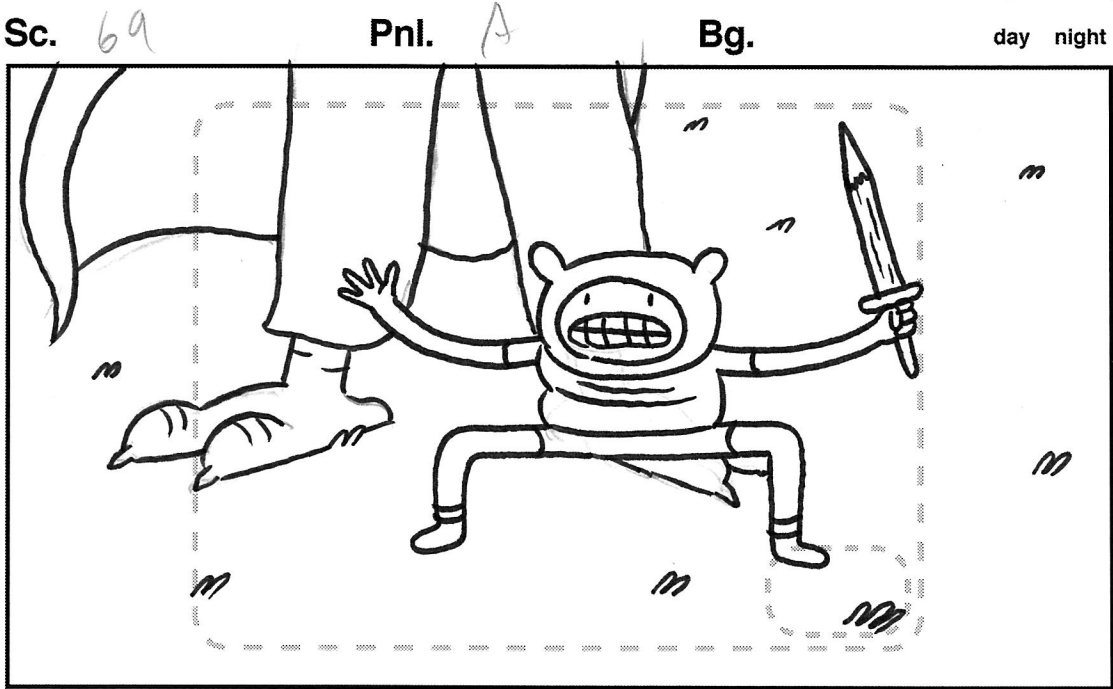
- VK OPENS  
PALM TO  
REVEAL STAKE.



EPISODE # 1034-222

Production:

ADVENTURE TIME

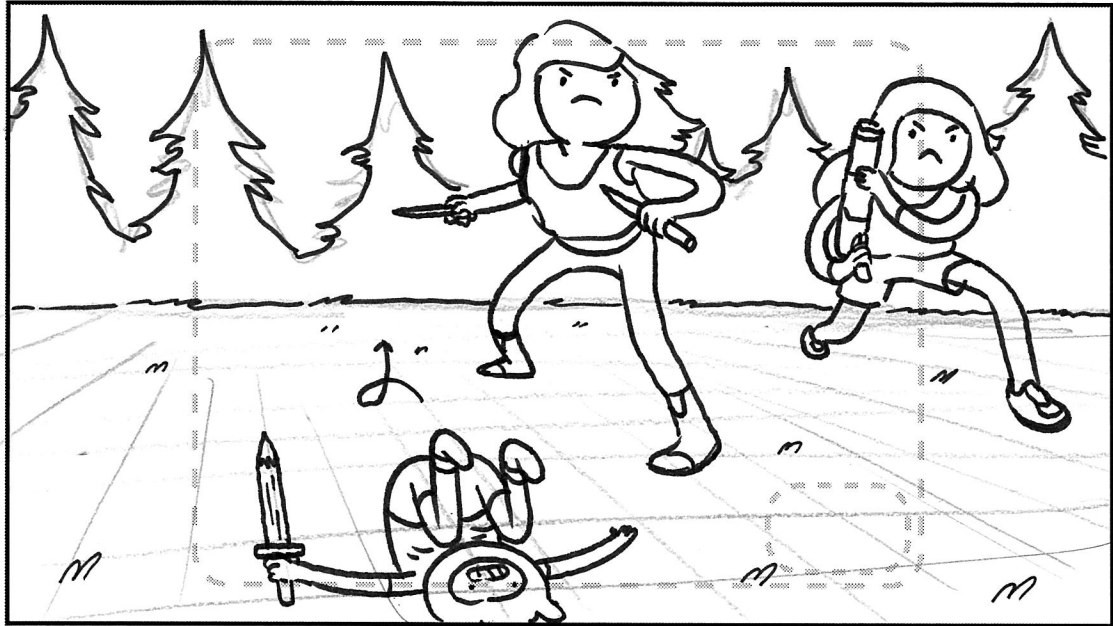


|         |                         |                           |
|---------|-------------------------|---------------------------|
| Dialog: | <u>Finn</u> / ROLL OUT! | <u>Finn</u> / HWVP!       |
| Action: |                         | - FINN SOMERSAULTS OFF/S. |
| Timing: |                         |                           |

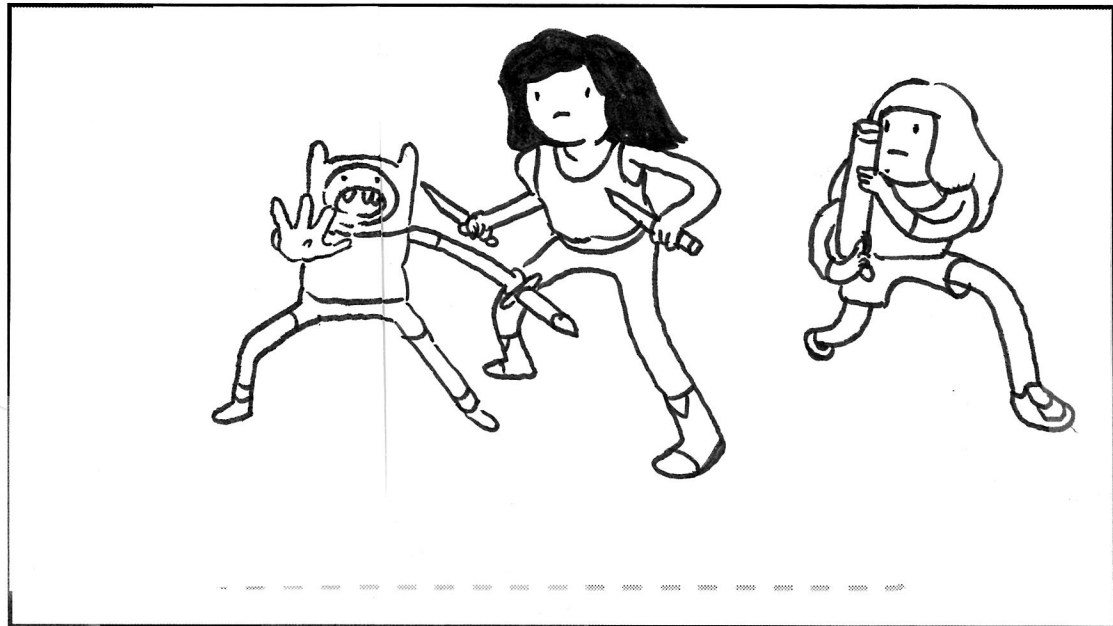
ADVENTURE TIME



Sc. 70 Pnl. A Bg. day night



Sc. 70 Pnl. B Bg. day night



|         |   |
|---------|---|
| Dialog: | <u>Finn</u> / HWVP!                         |
| Action: | - F. ROLLS TO HIS FEET AND THRUSTS OUT ARM. |
| Timing: |   |

EPISODE # 1034-222  
Production:

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# ADVENTURE TIME



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Sc. 71

Pnl. A

Bg.

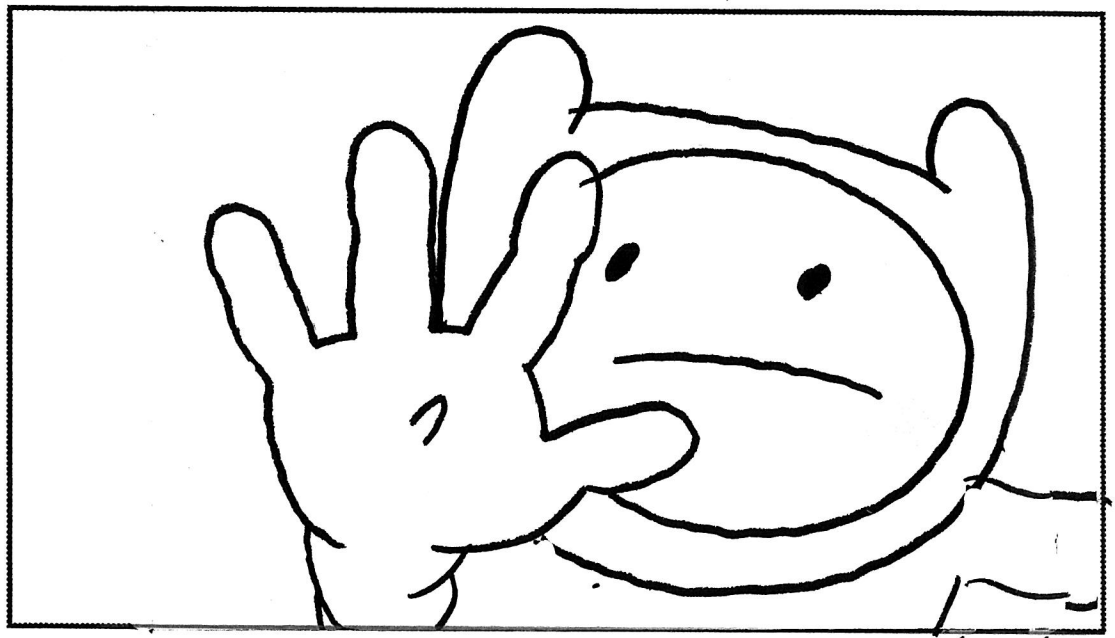
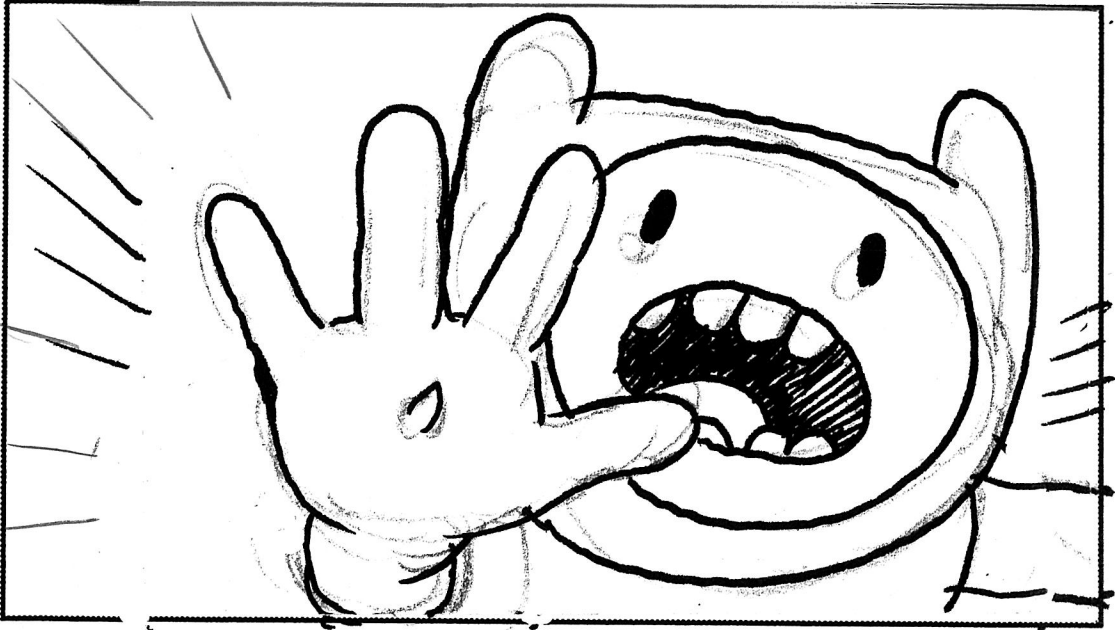
day night

Sc. 71

Pnl. B

Bg.

day night



|         |                        |
|---------|------------------------|
| Dialog: | <u>Finn/</u> ACTIVATE! |
| Action: | - NOTHING HAPPENS      |
| Timing: |                        |

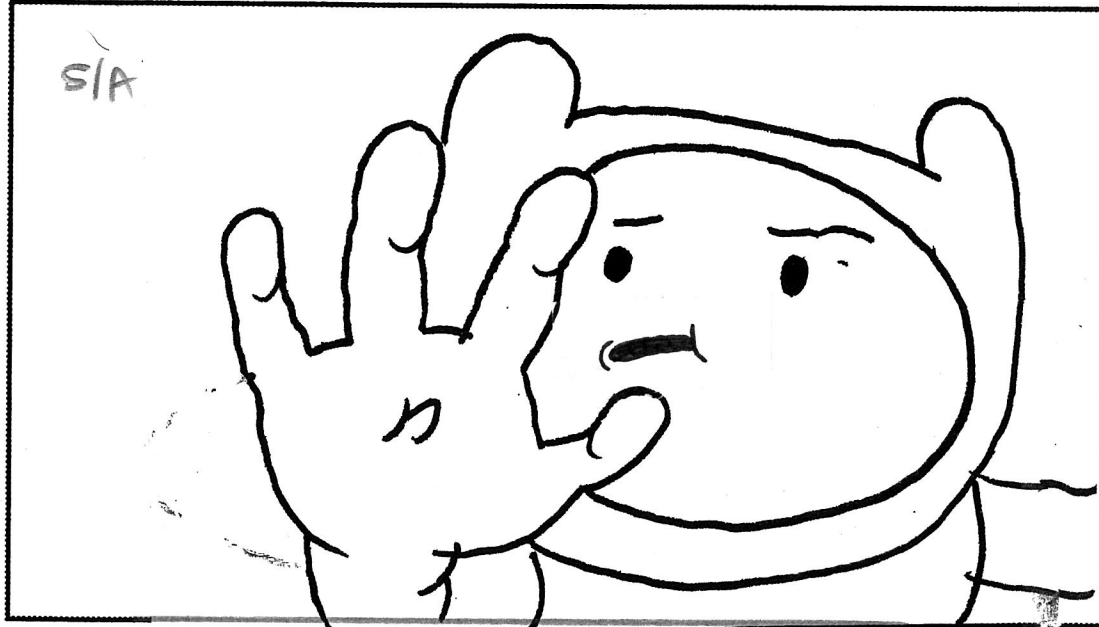
EPISODE # 1034-222  
Production:

# ADVENTURE TIME



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Sc. 71 Pnl. C Bg. day night



Sc. 71 Pnl. D Bg. day night



|         |   |                |
|---------|---|----------------|
| Dialog: | <u>F</u> ! You gonna help<br>or what? NO? | SFX: = DOINK = |
| Action: | - Finn hit in face w/ STAKE               |                |
| Timing: |   |                |

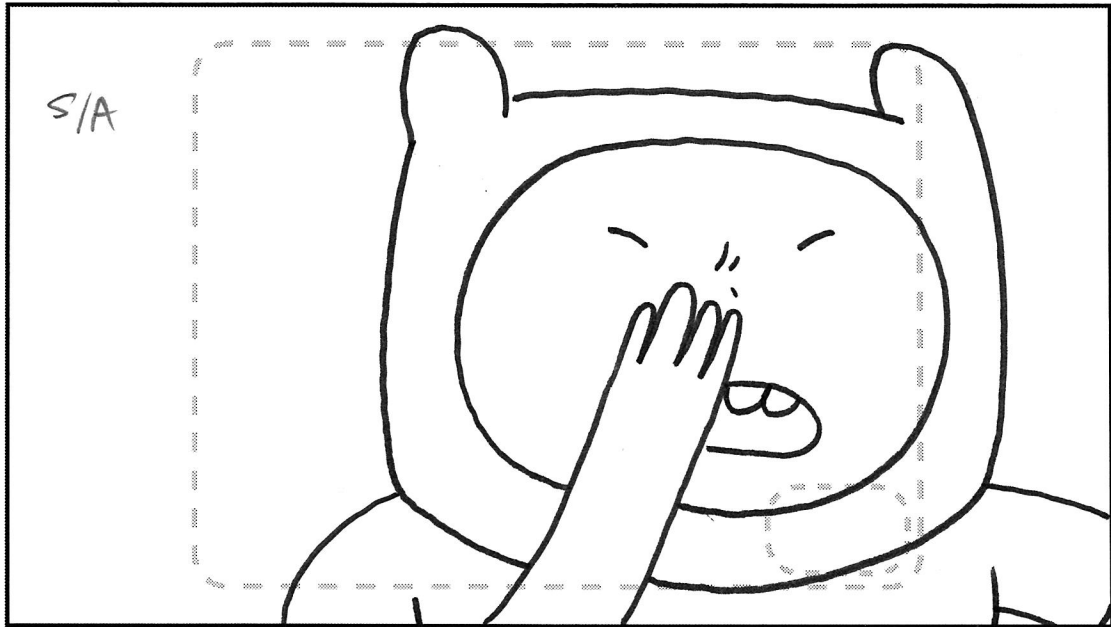
EPISODE # 1034-222

Production:

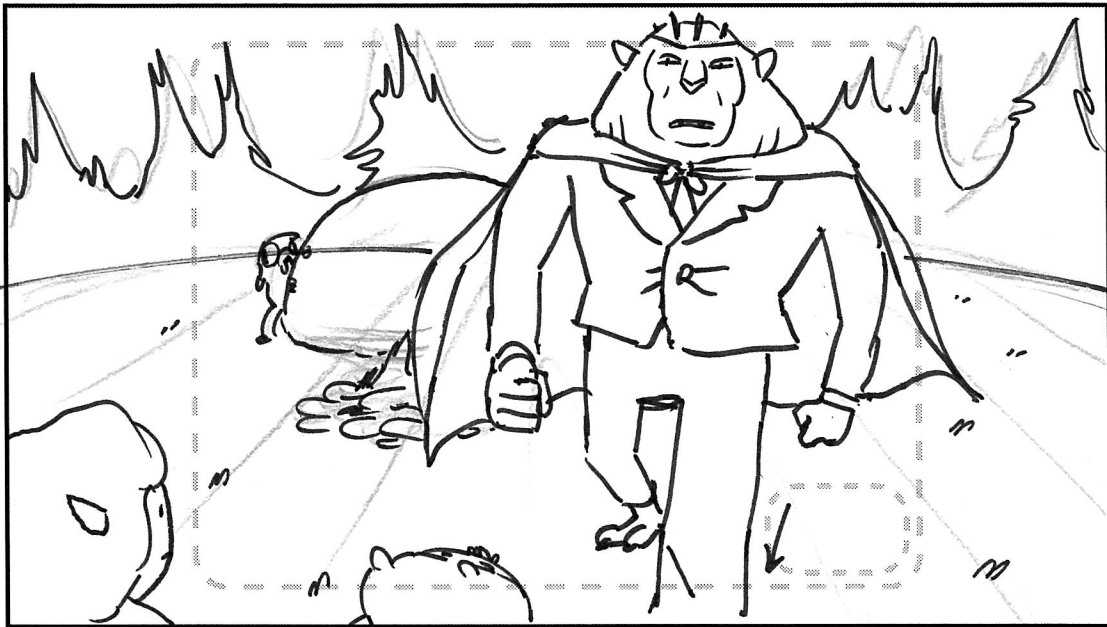
ADVENTURE TIME



Sc. 71 Pnl. E Bg. day night



Sc. 72 Pnl. A Bg. day night

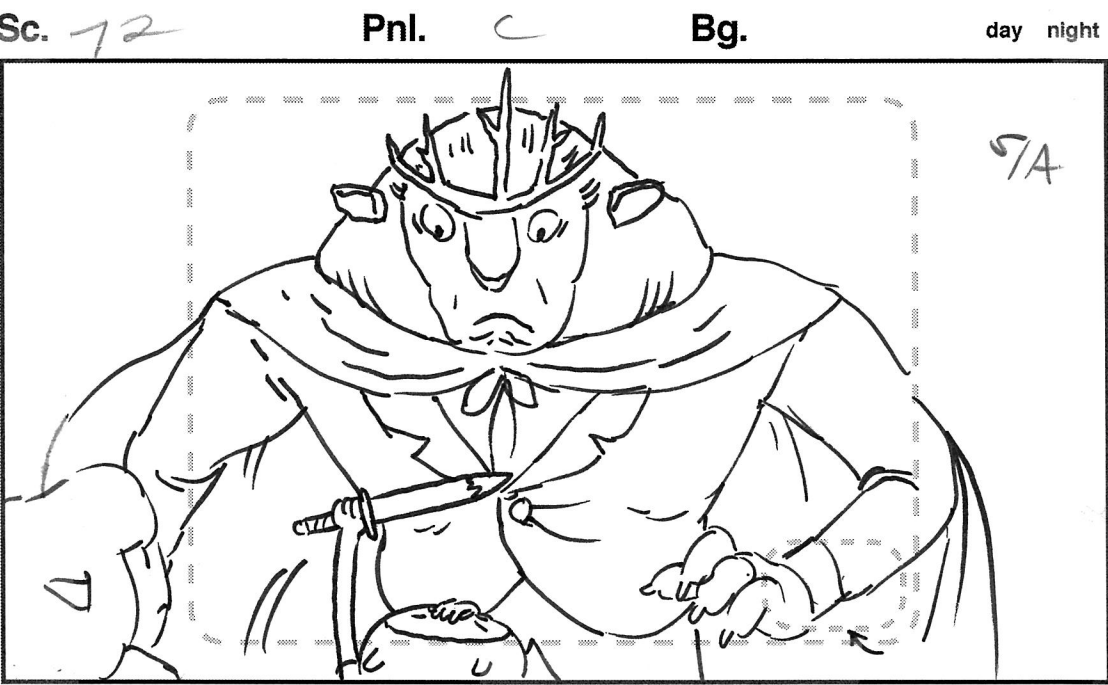
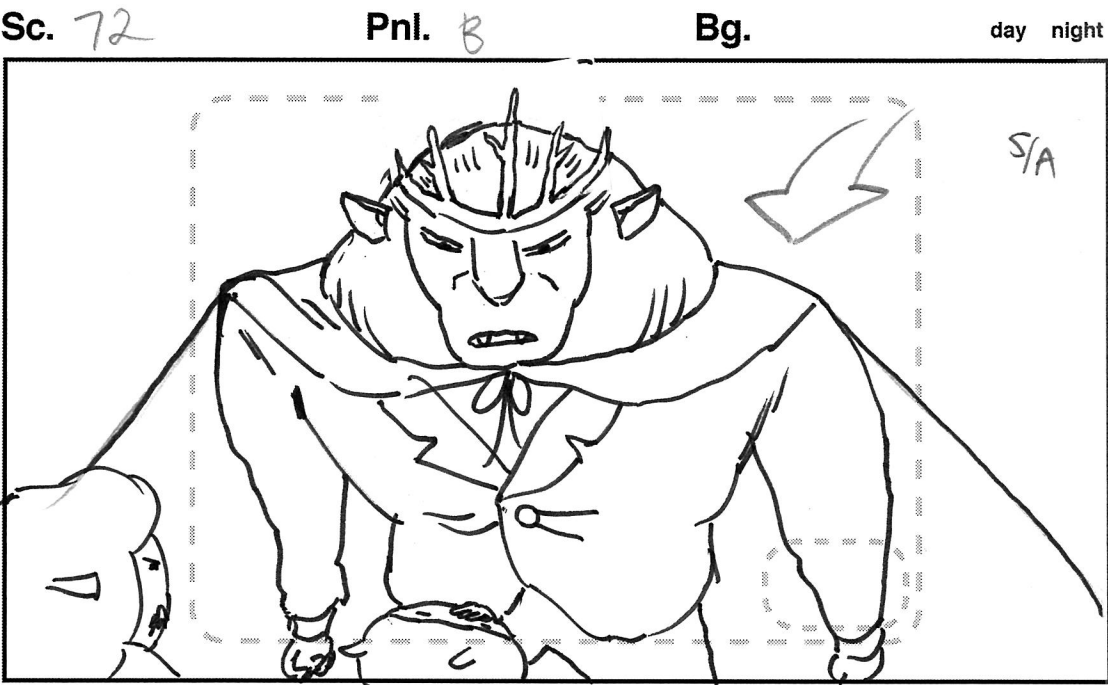


|         |                       |   |
|---------|-----------------------|---|
| Dialog: | <u>Finn</u> / ow dang | <u>Uk</u> / let me <span style="border: 1px solid black; border-radius: 50%; padding: 2px;">FINN</span> |
| Action: | -f. RUBS NOSE.        | -J. HIDING BEHIND ROCK.   |
| Timing: |                       |   |

EPISODE # 1034-222  
Production:



ADVENTURE TIME



|         |   |                         |
|---------|---|-------------------------|
| Dialog: | <u>VK</u> / (cont) - finish my thought. | <u>Finn</u> / Stab you! |
| Action: | -VK LOOMS INTO FOREGROUND SUDDENLY.     | -F. RAISES STAKE.       |
| Timing: |   |                         |

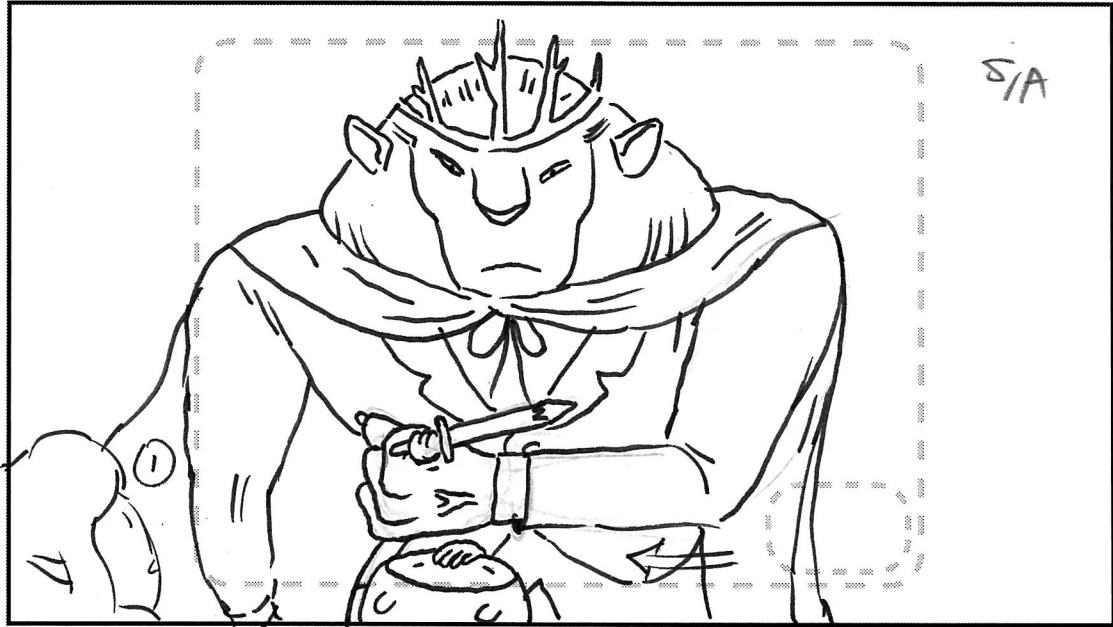
EPISODE # 1034-222

Production:

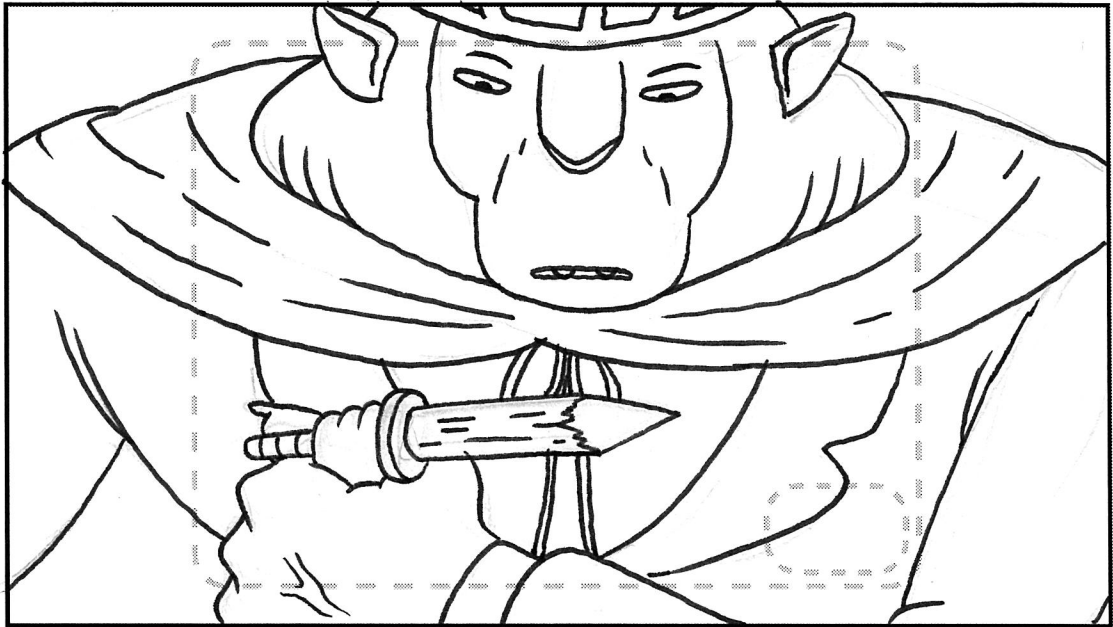
ADVENTURE TIME



Sc. 72 Pnl. D Bg. day night



Sc. 73 Pnl. A Bg. day night



|         |                                       |                            |
|---------|---------------------------------------|----------------------------|
| Dialog: | Finn / (1) (beat)<br>(2) OK go ahead. | VK / This is the old way : |
| Action: | - VK grabs finn's arm.                |                            |
| Timing: |                                       |                            |

EPISODE # 1034-222  
Production:

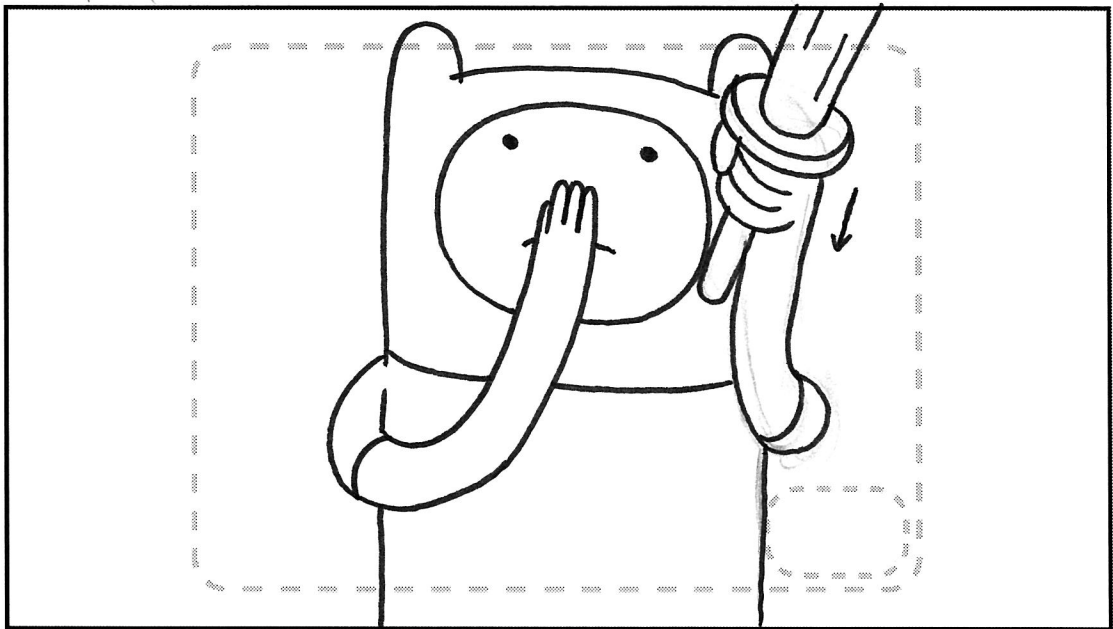
ADVENTURE TIME



Sc. 73 Pnl. B Bg. day night



Sc. 74 Pnl. A Bg. day night



Dialog: VK/① Agents of darkness and light② In a tug of war VK (os)/ NOW a creature can --

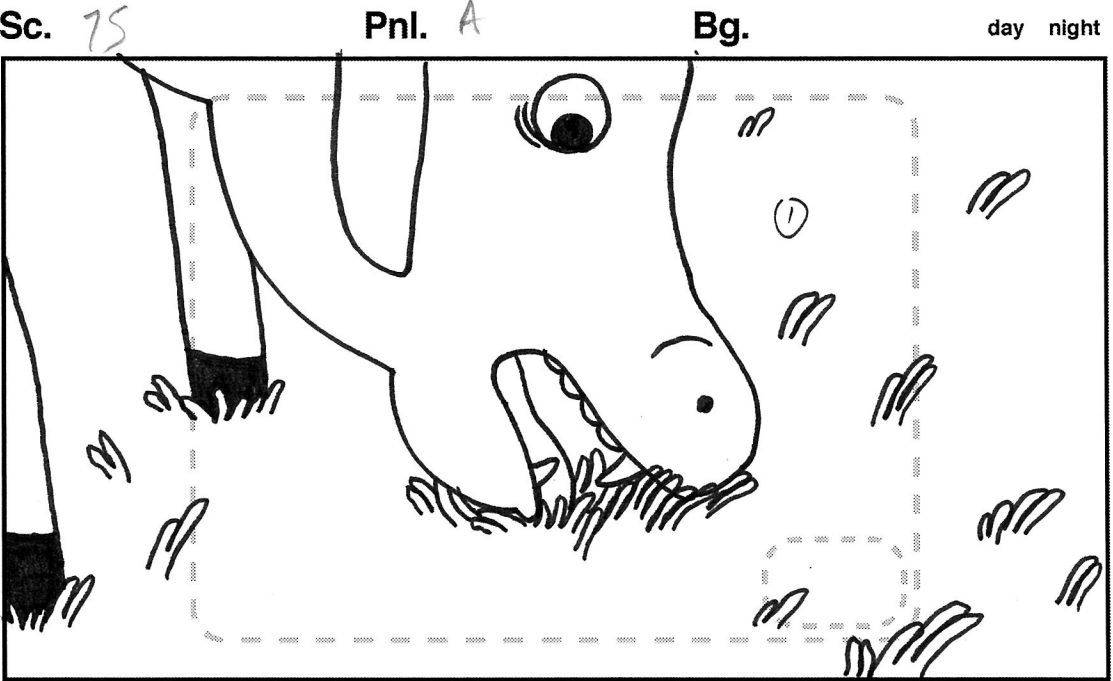
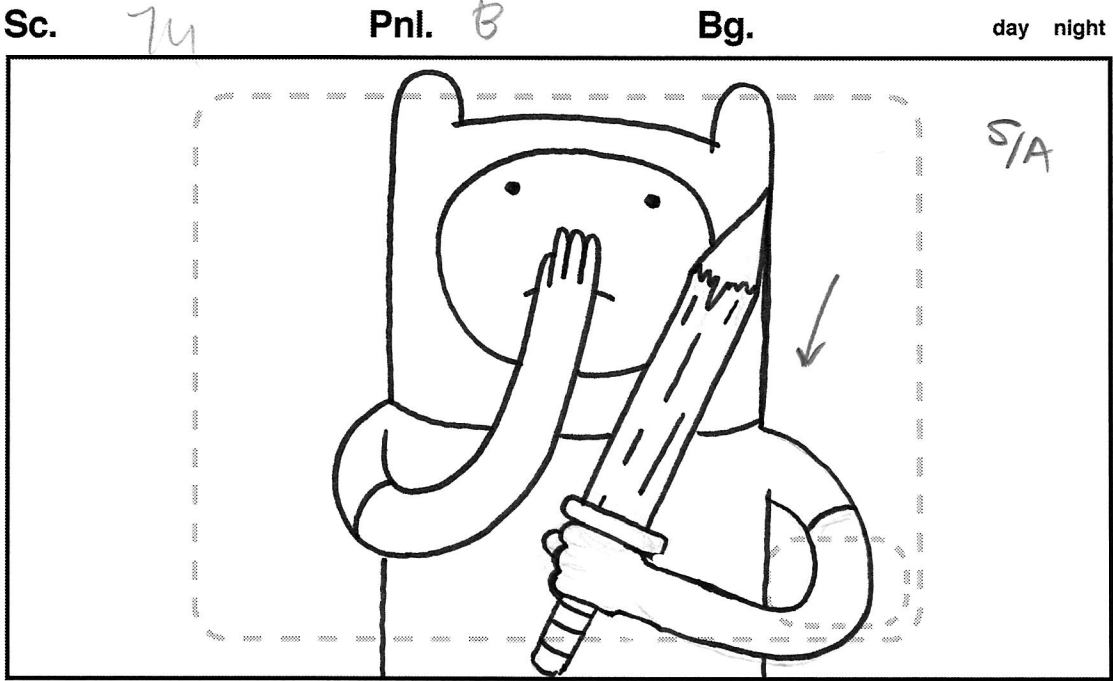


-VK RELEASES  
FINN'S ARM.

Timing:

EPISODE # 1034-222  
Production:

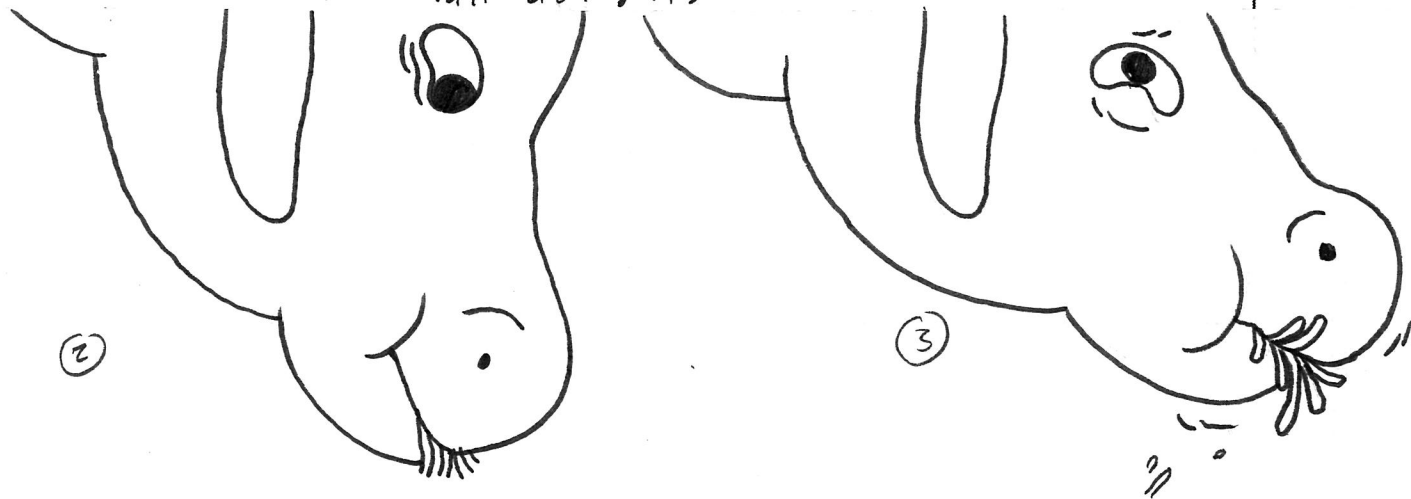
ADVENTURE TIME



Dialog: VK(05)/(cont)...step out of that struggle... VK.. ① and walk in the dusk ② with only inner ③ musings and small delights

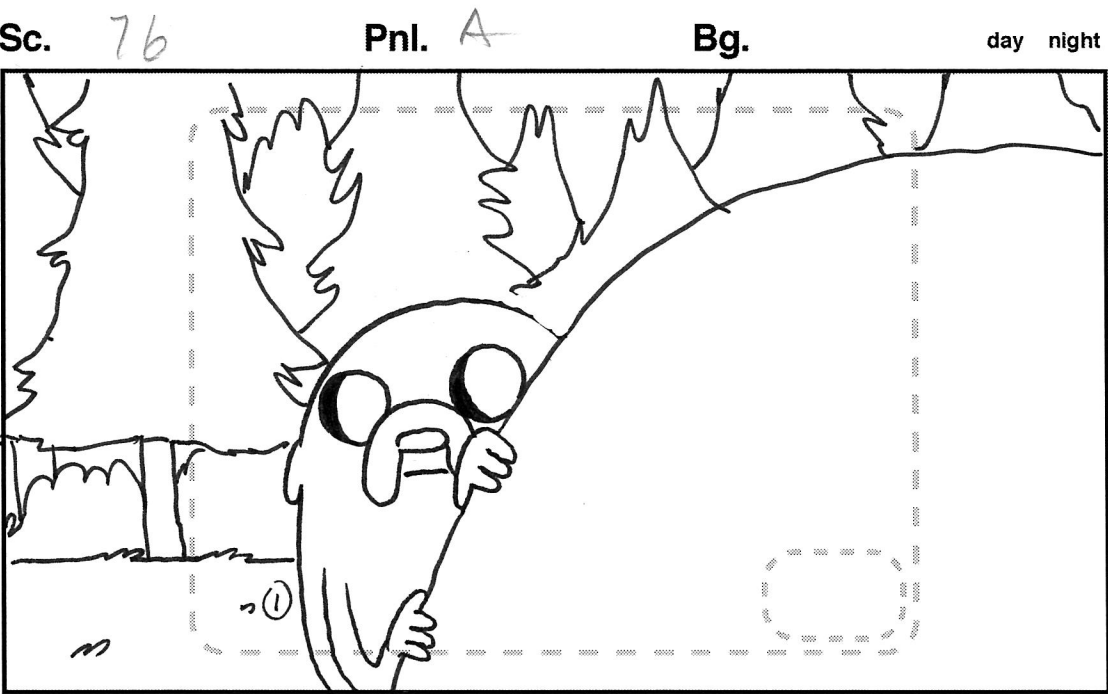
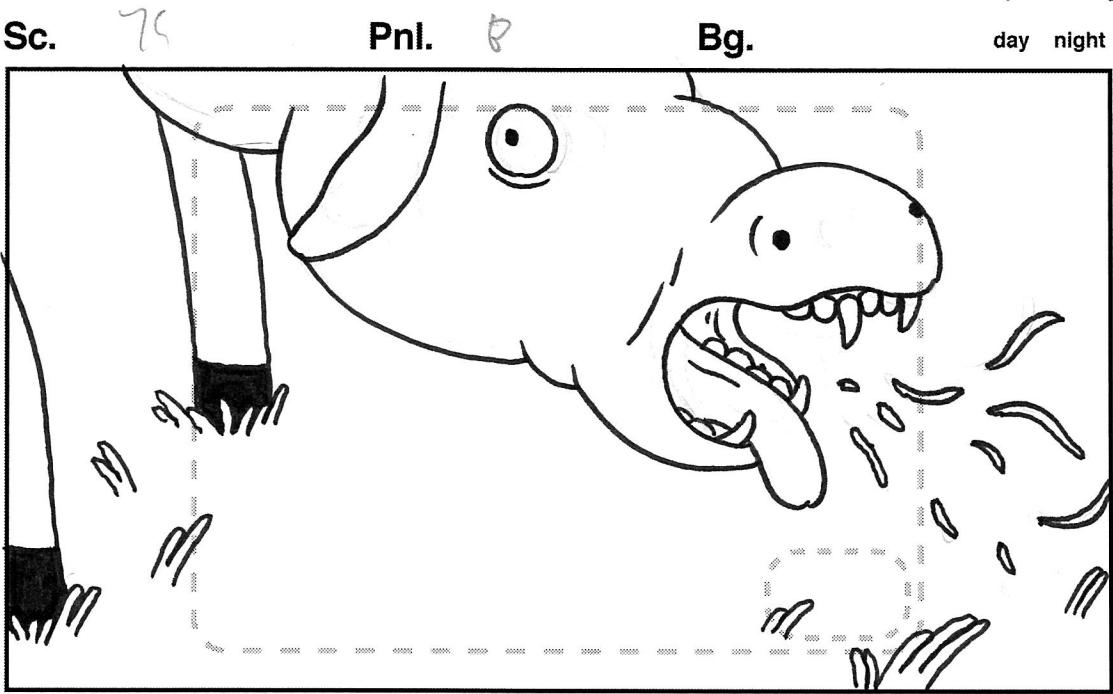
Action: - F. LOWERS STAKE.

Timing:



EPISODE # 1034-222

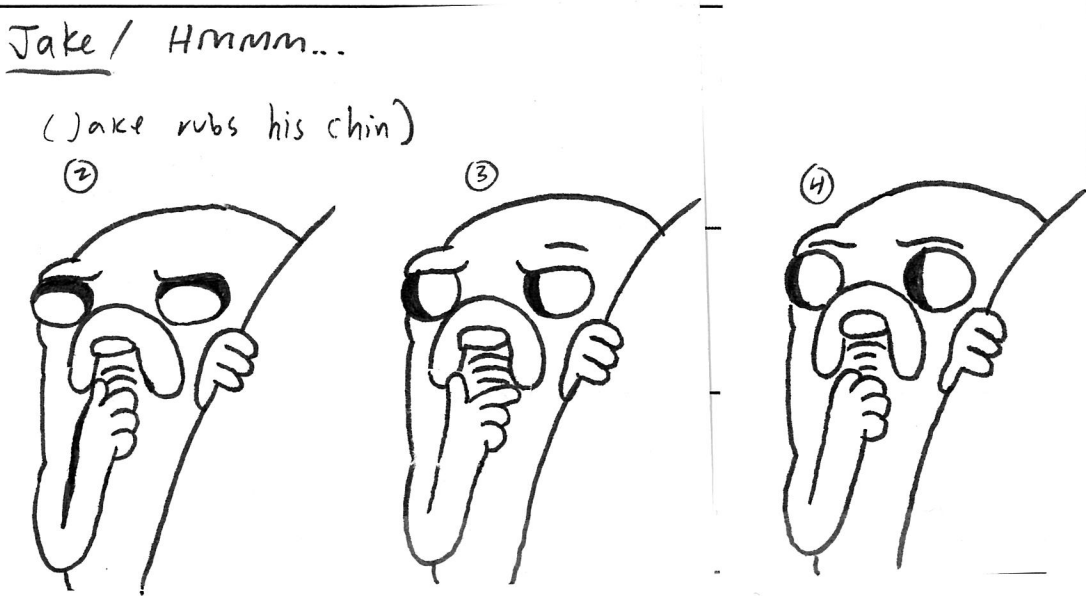
ADVENTURE TIME



Dialog: COW/ BLEH!

Action: -VAMPIRE COW SPITS OUT GRASS.

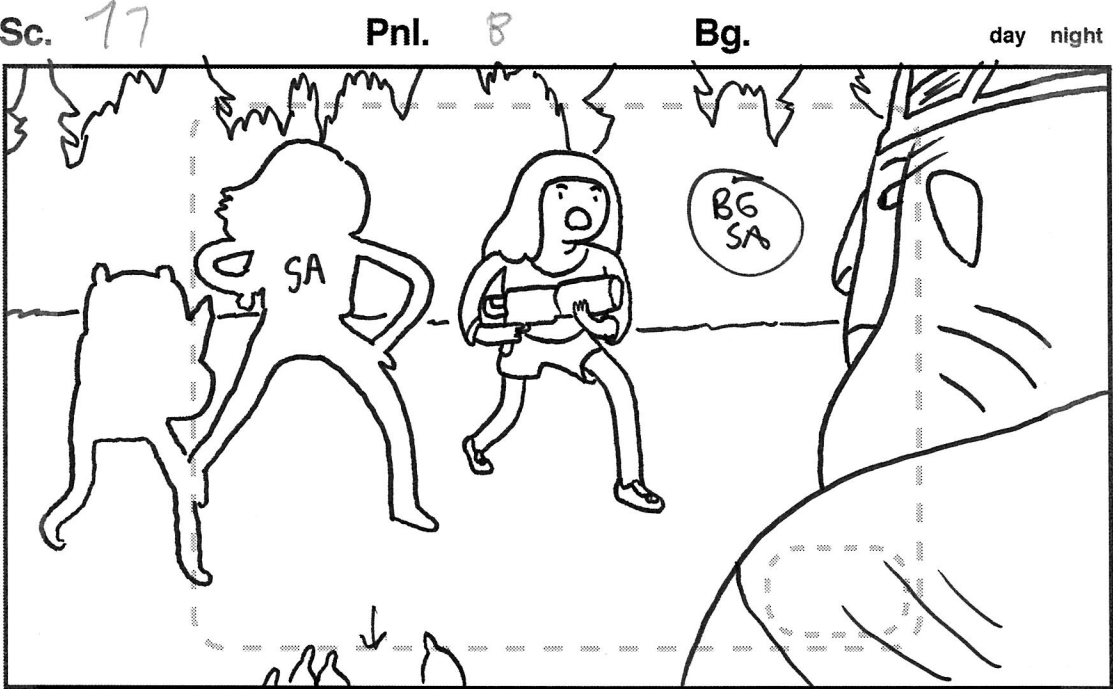
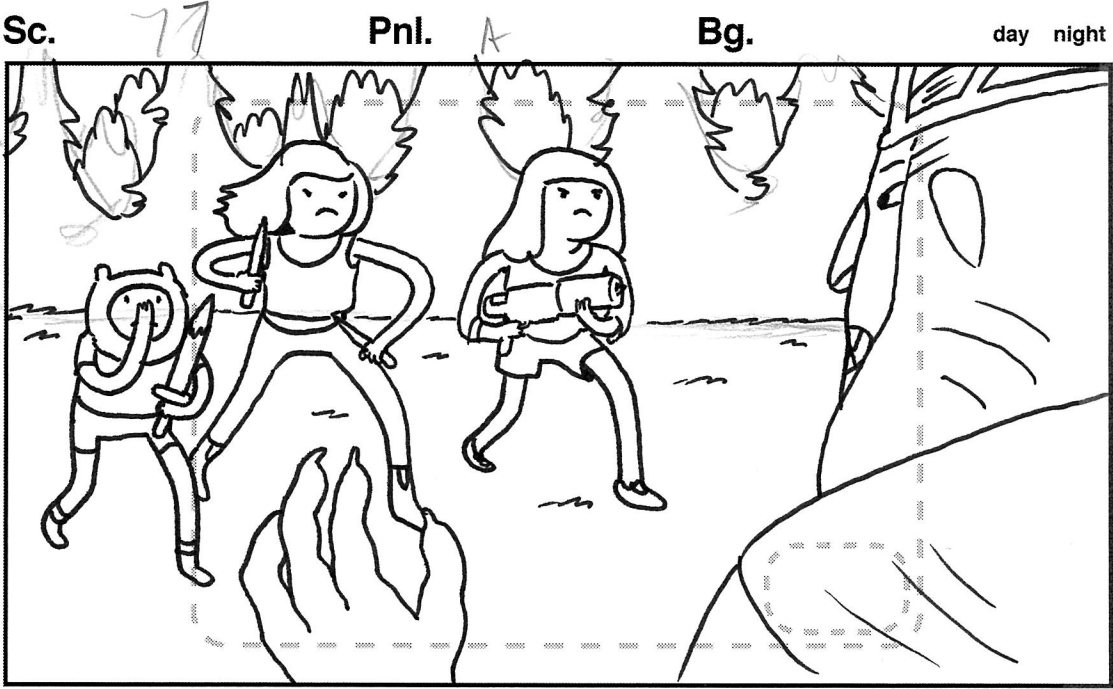
Timing:



EPISODE # 1034-222

Production:

ADVENTURE TIME



|         |  |                                 |
|---------|--|---------------------------------|
| Dialog: | VK/ Why would I want to be the vampire king anymore? | PB: I DON'T KNOW WHY WOULD YOU? |
| Action: |  |                                 |
| Timing: |  |                                 |

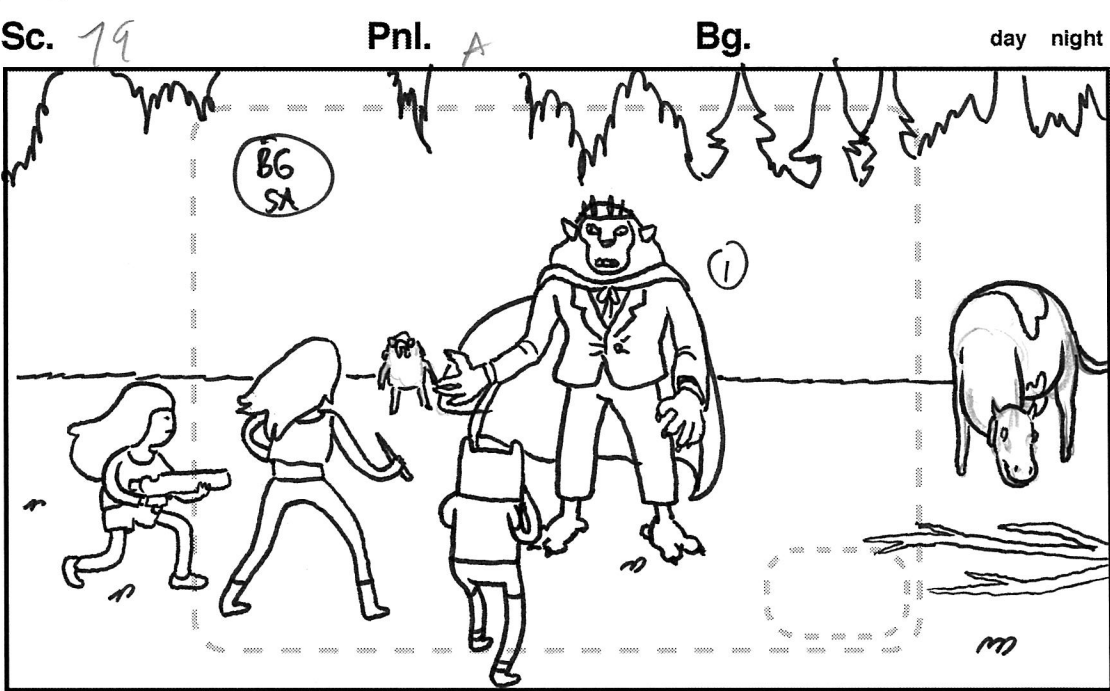
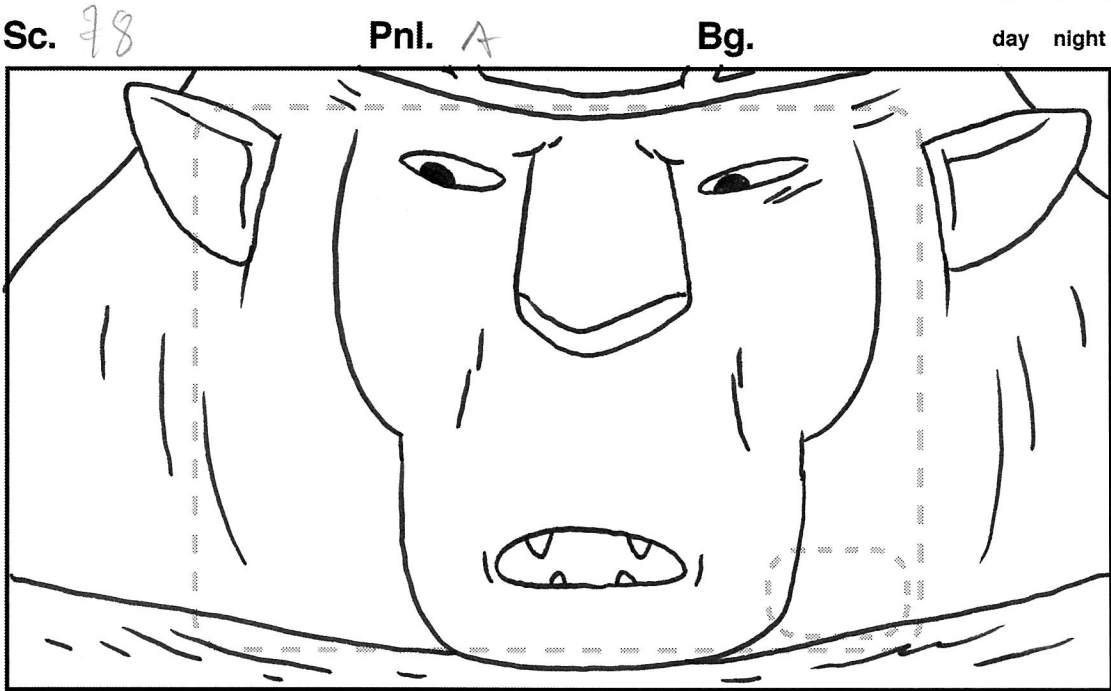
EPISODE # 1034-222

Production:

# ADVENTURE TIME



Page 96



Dialog: VK/ I wouldn't!

VK/ ① I submit. ② Remove the vampire  
③ essence from my blood. ④

Action: -VK LOWERS  
TO THE  
GROUND.



EPISODE # 1034-222

Production:



ADVENTURE TIME



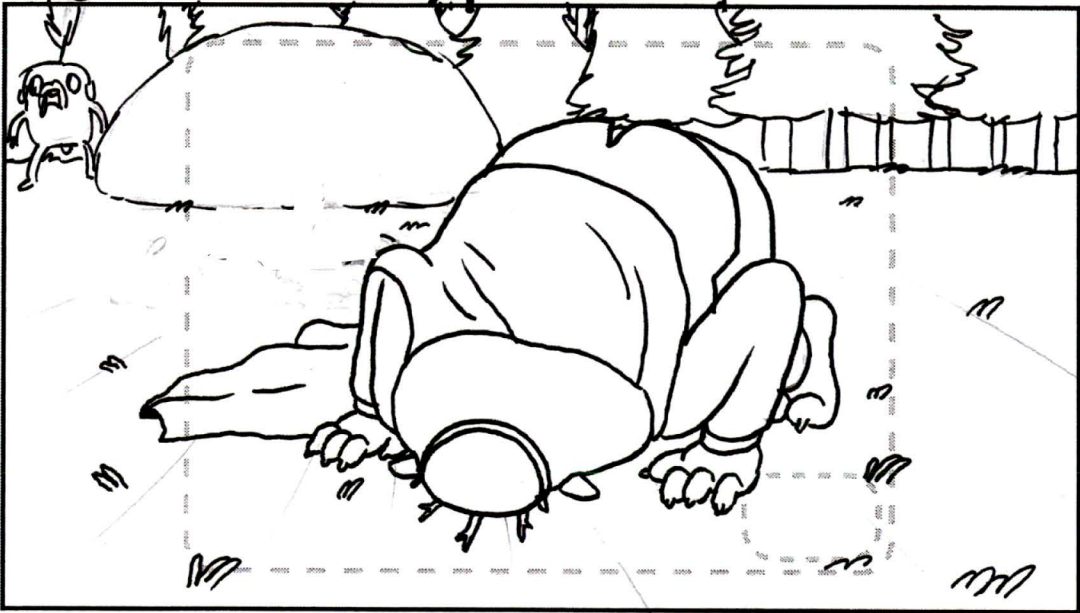
Page 97

Sc. 80

Pnl. A

Bg.

day night

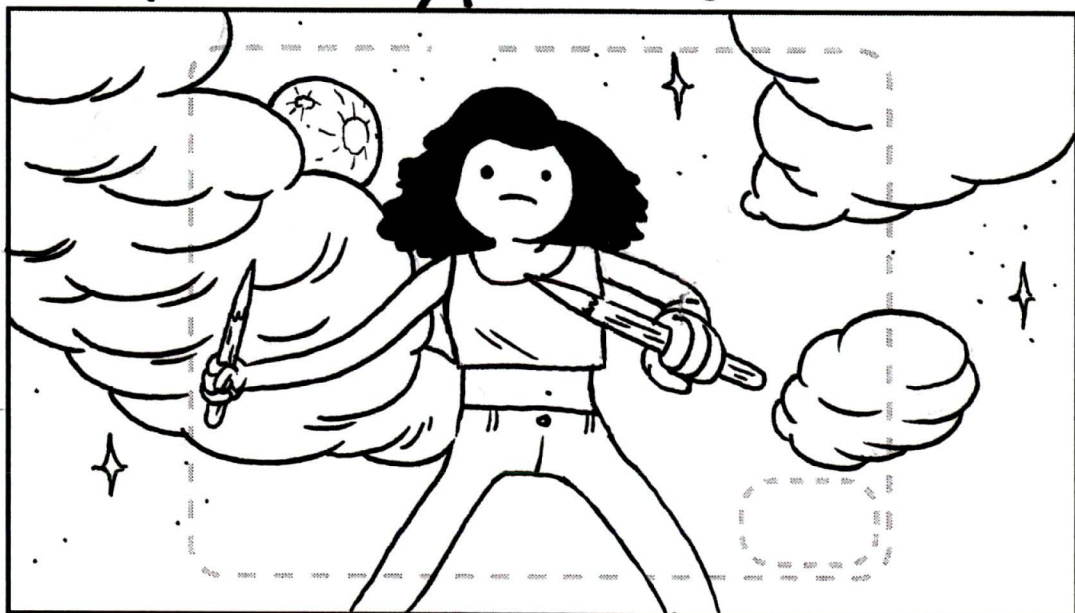


Sc. 81

Pnl. A

Bg.

day night



Dialog:

VK/ Free me from the shackles of my station

Action:

Timing:



-M. LOOKS UNCERTAIN.



MAY 11 2015

EPISODE # 1034-222

Production:

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1034/222

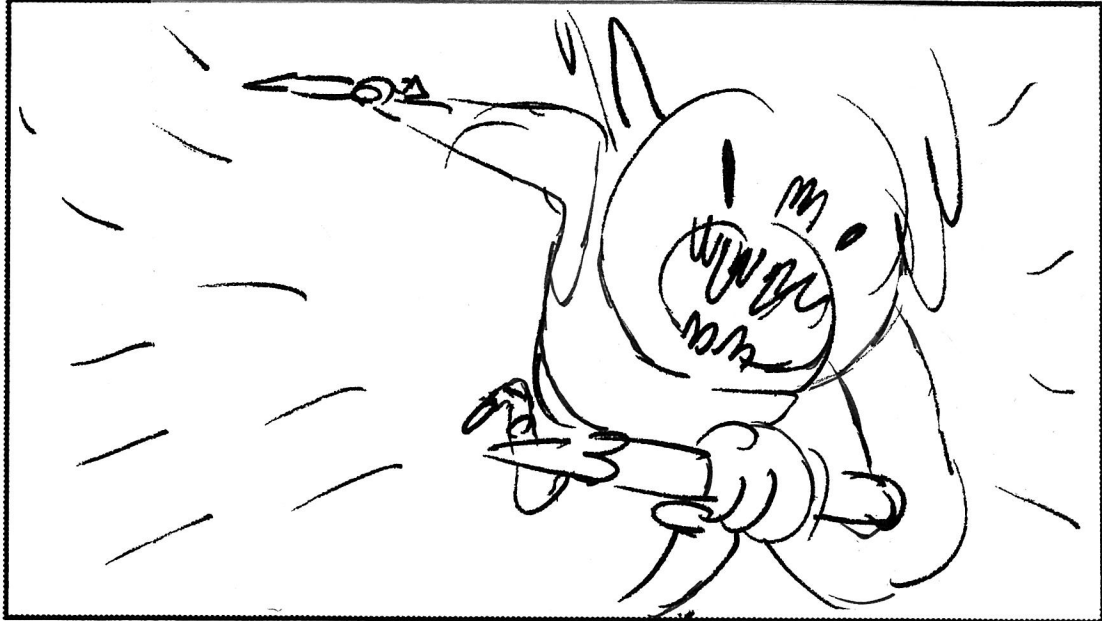
1034/222

1034/222

ADVENTURE TIME



Sc. 81 Pnl. B Bg. day night



Sc. 81 Pnl. C Bg. day night



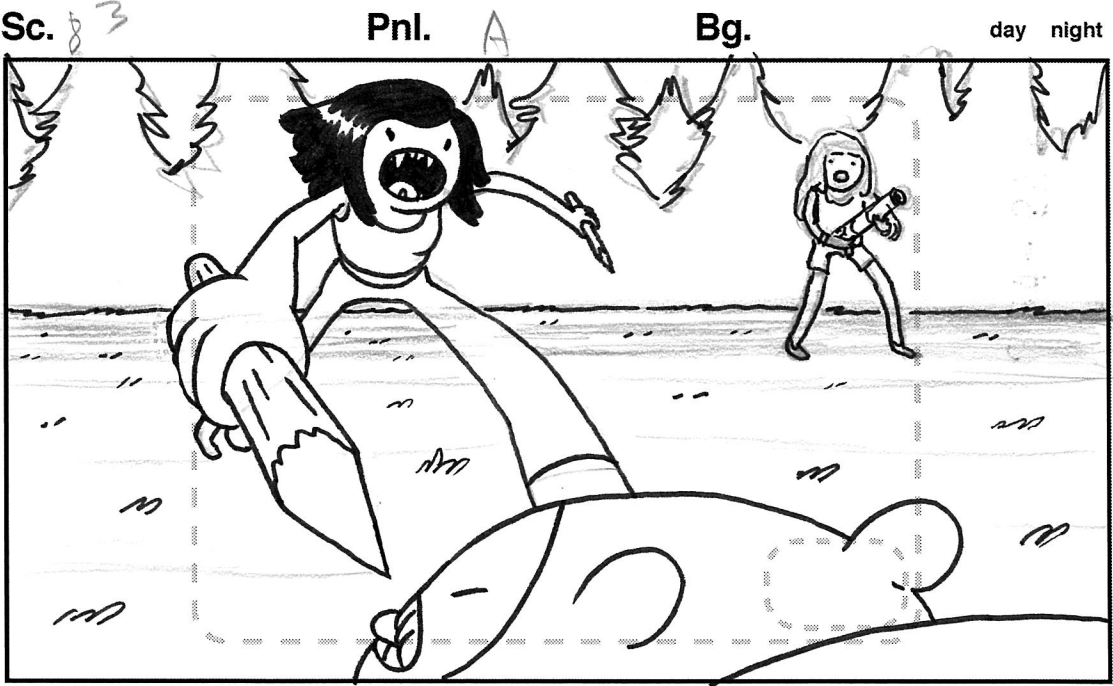
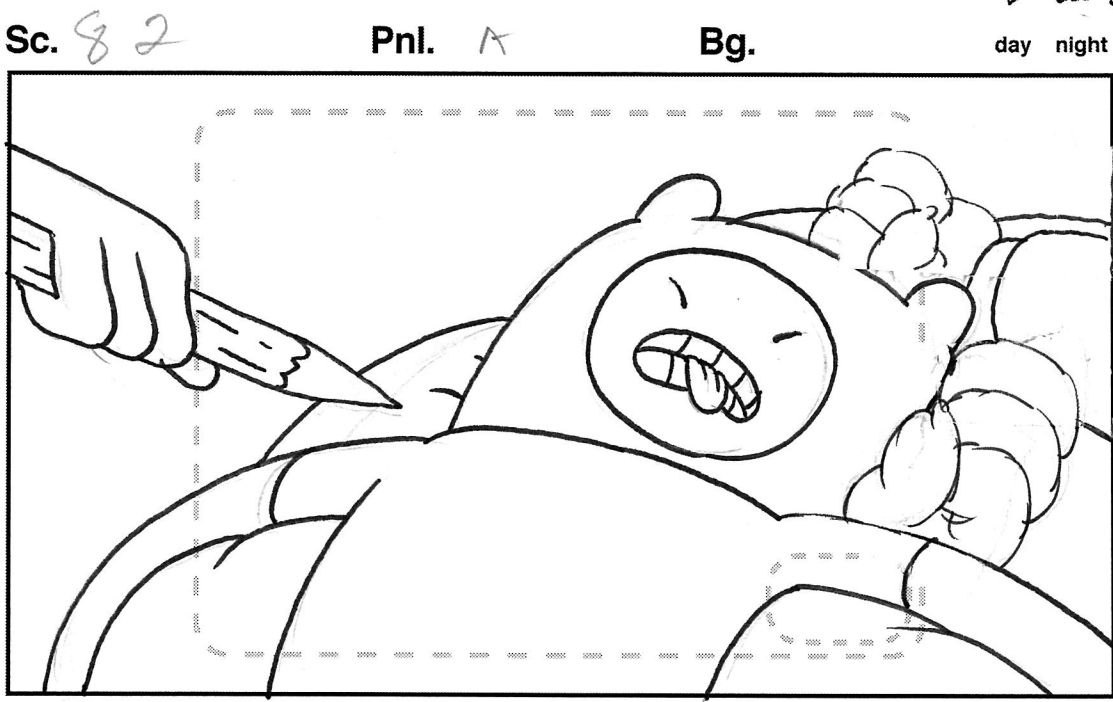
Dialog:  
M YAAA →

Action:  
- M. LUNGES FORWARD  
- ANIMATING BG LINES.

Timing:



ADVENTURE TIME

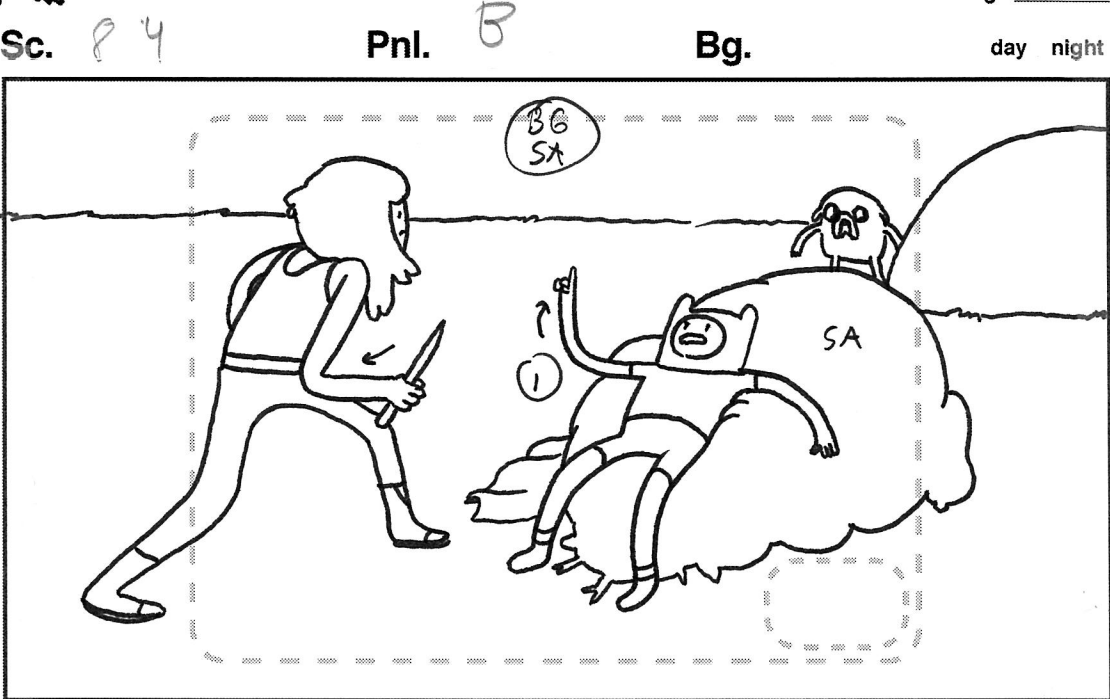
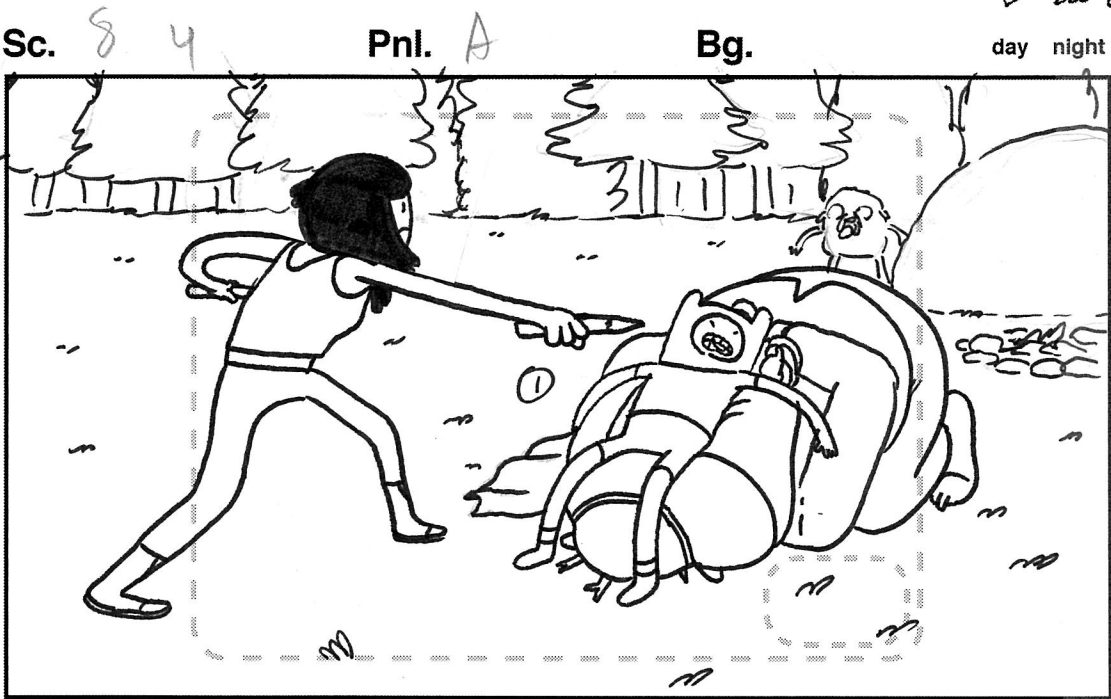


|         |  |
|---------|--|
| Dialog: | Marceline/ Finn, what the heck!?       |
| Action: | -FINN HAS THROWN HIMSELF ON TOP OF VK. |
| Timing: |  |

EPISODE # 1034-222

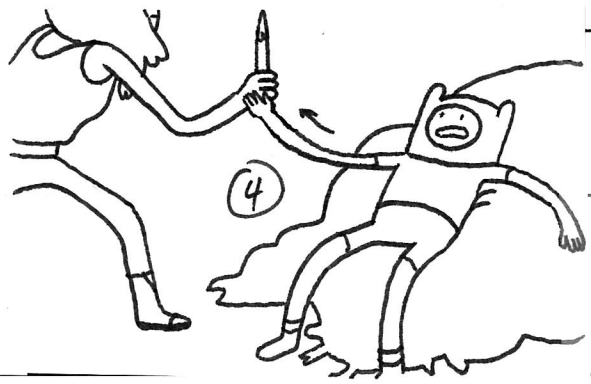
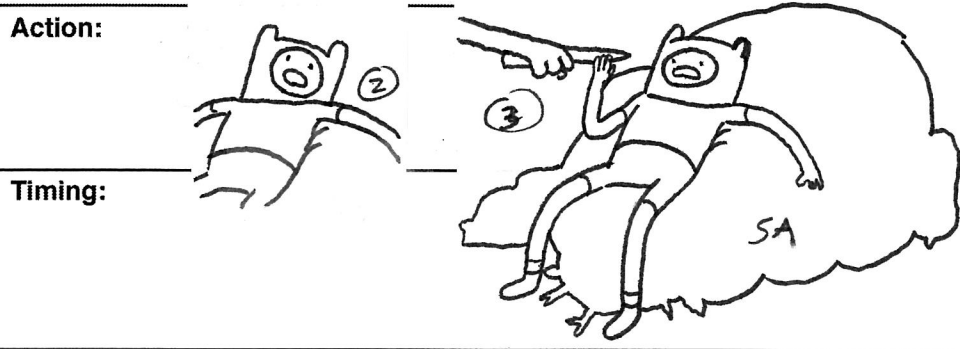
Production:

# ADVENTURE TIME



Dialog: Finn/①Sorry Marci②It's against my code  
③to strike a foe who's raised④their  
bottom to the sky.

Finn/①The Enchiridion②explicitly states so.



EPISODE # 1034-222

Production:

ADVENTURE TIME



Sc. 85

Pnl. A

Bg.

day night

Sc. 86

Pnl. A

Bg.

day night

|         |                            |                               |
|---------|----------------------------|-------------------------------|
| Dialog: | M / Demma your rules Finn. | Finn / Demma good rule dough. |
| Action: |                            |                               |
| Timing: |                            |                               |

EPISODE # 1034-222

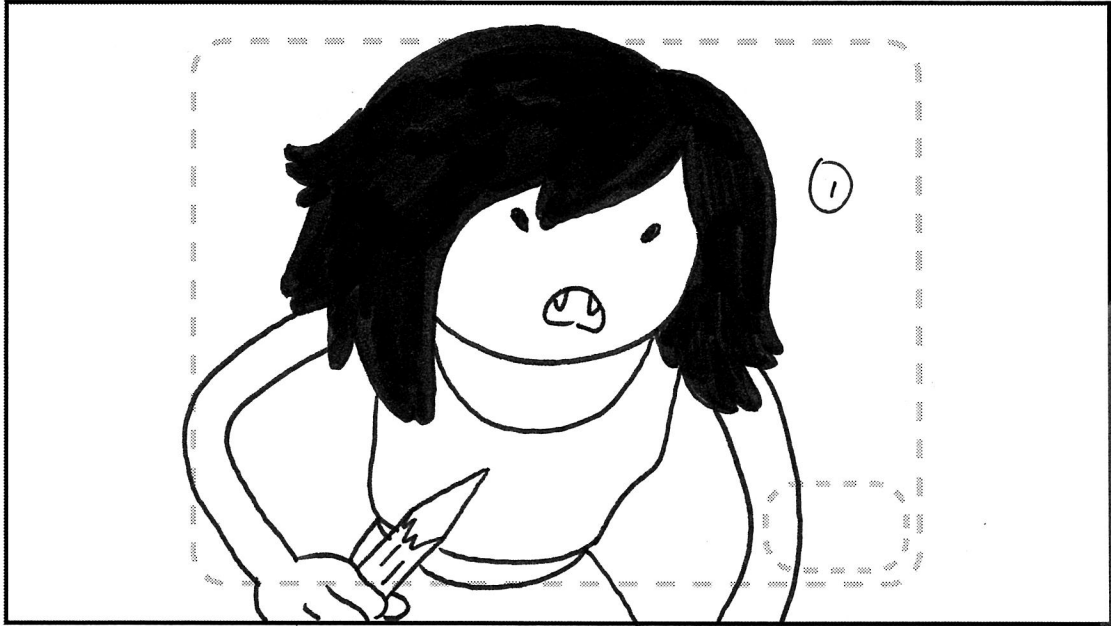
Production:



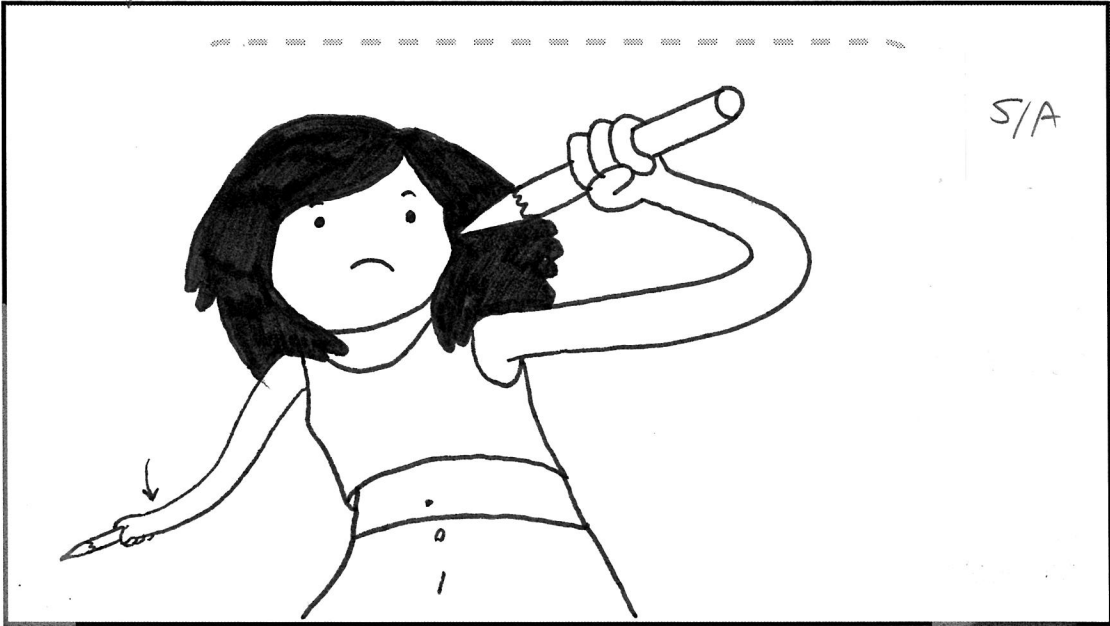
ADVENTURE TIME



Sc. 87 Pnl. A Bg. day night



Sc. 87 Pnl. B Bg. day night



Finn / <sup>(c/s)</sup> epepepep look!

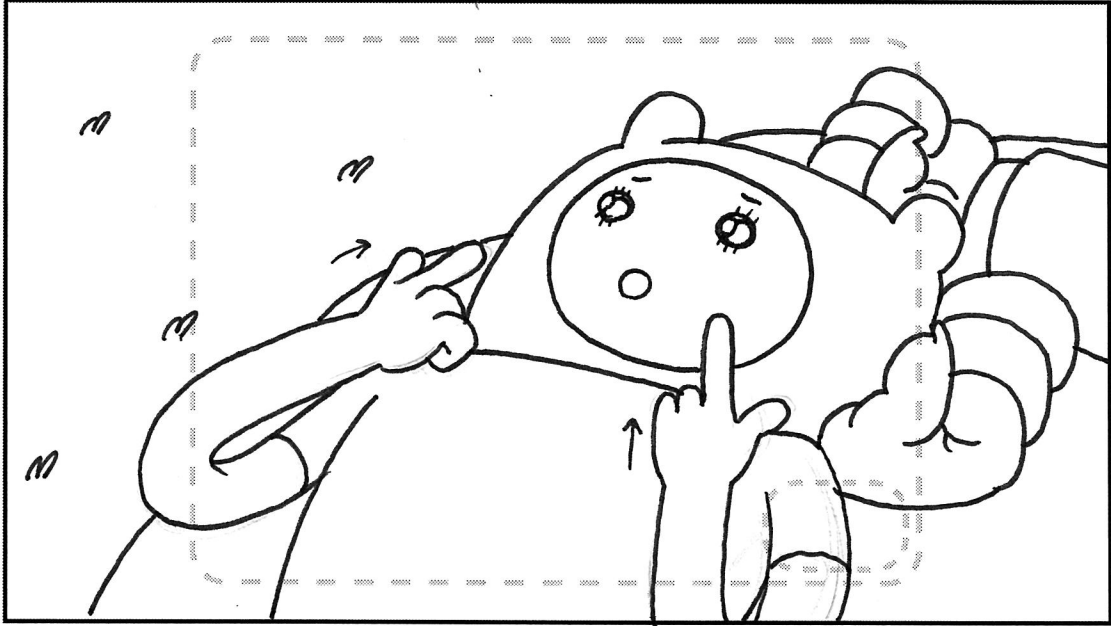
EPISODE # 1034-222

Production:

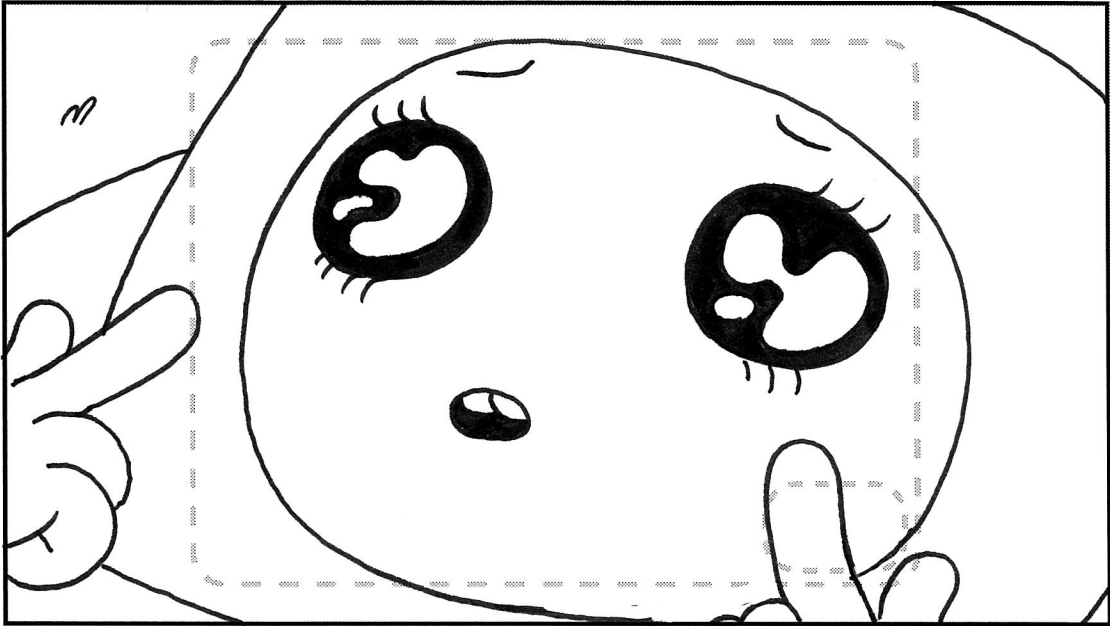
ADVENTURE TIME



Sc. 88 Pnl. A Bg. day night



Sc. 89 Pnl. A Bg. day night



|         |                         |                                    |
|---------|-------------------------|------------------------------------|
| Dialog: | <u>Finn</u> / LOOK eh ? | <u>Finn</u> / Look at these babies |
| Action: | -F. POINTS TO HIS EYES. |                                    |
| Timing: |                         |                                    |

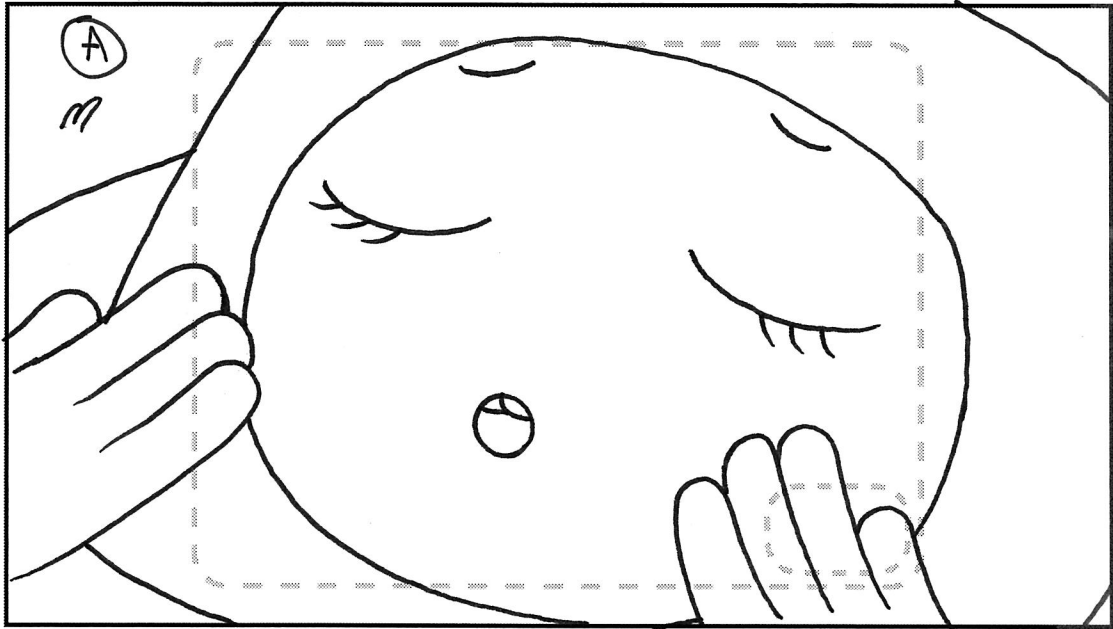
EPISODE # 1034-222  
Production:



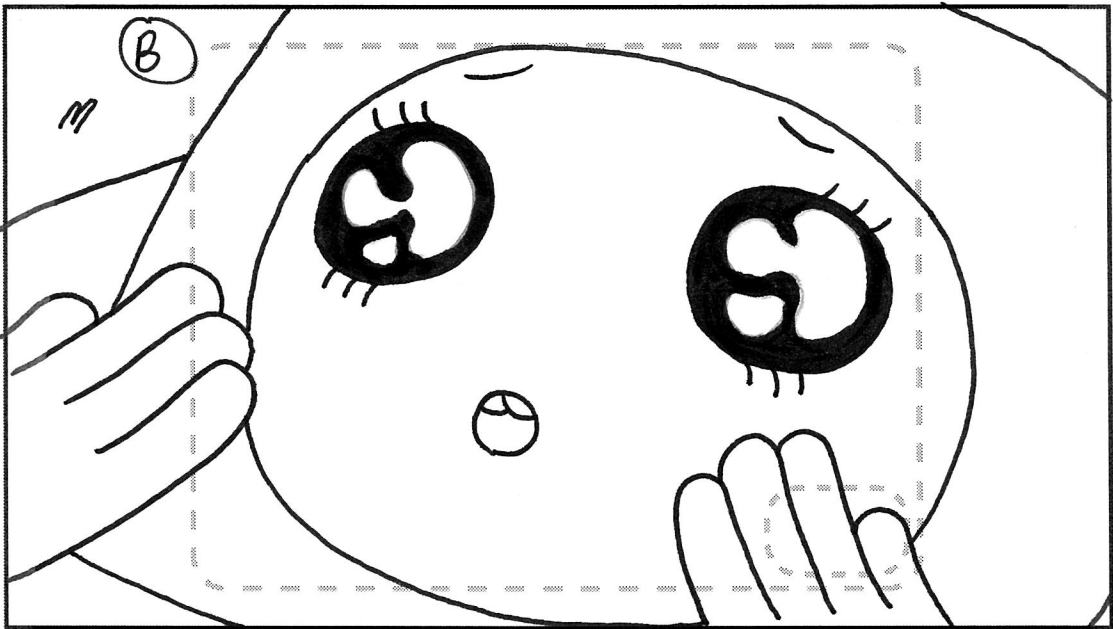
ADVENTURE TIME



Sc. 89 Pnl. B Bg. day night



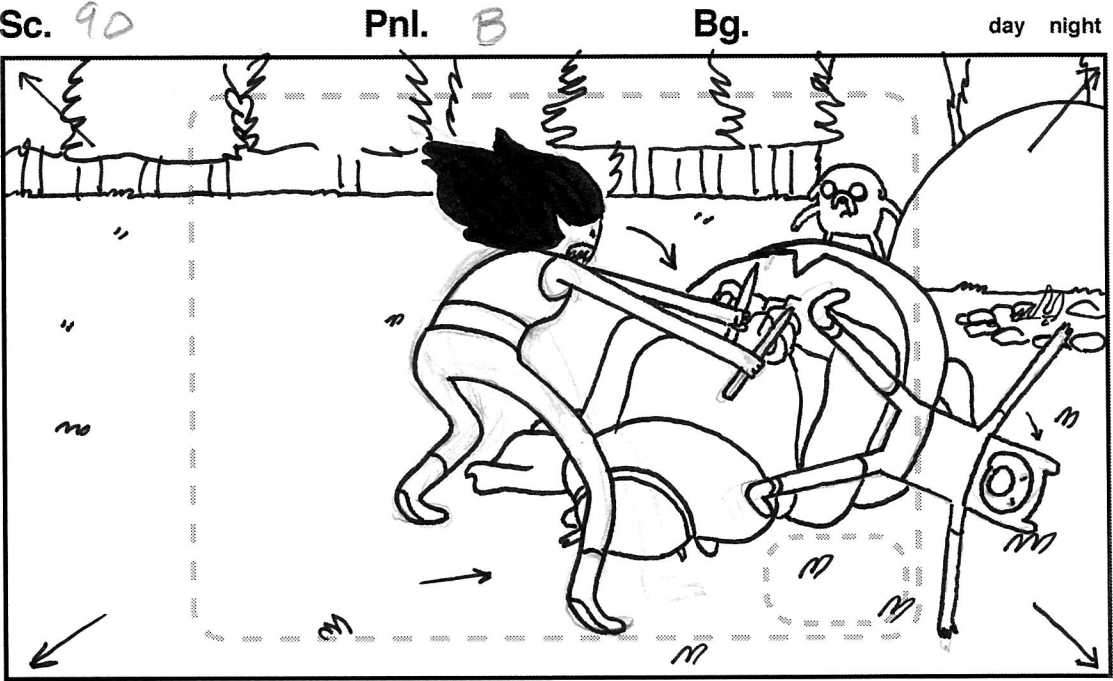
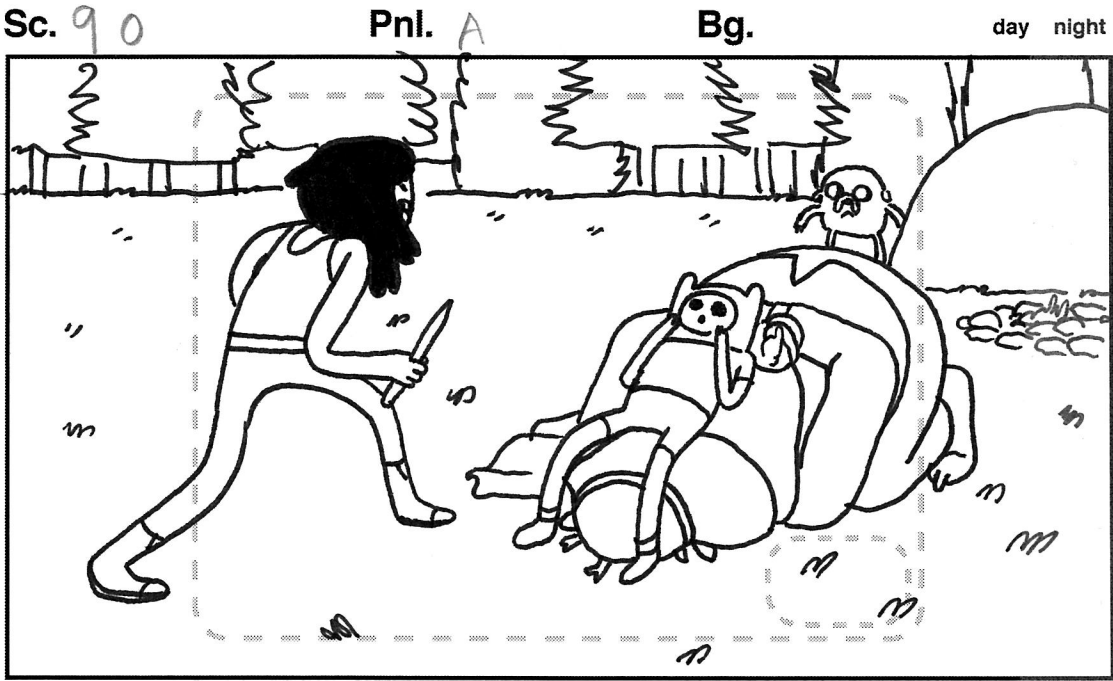
Sc. 89 Pnl. C Bg. day night



|         |                                     |
|---------|-------------------------------------|
| Dialog: | Finn / These pleadin' puppies, look |
| Action: | - cycle A + B x 3<br>flapping eyes  |
| Timing: |                                     |

EPISODE # 1034-222  
Production:

ADVENTURE TIME



|         |   |
|---------|---|
| Dialog: | Marceline! YAAA                                 |
| Action: | - M. PUSHES F/ ASIDE.<br>- TRUCK OUT W/ ACTION. |
| Timing: |   |

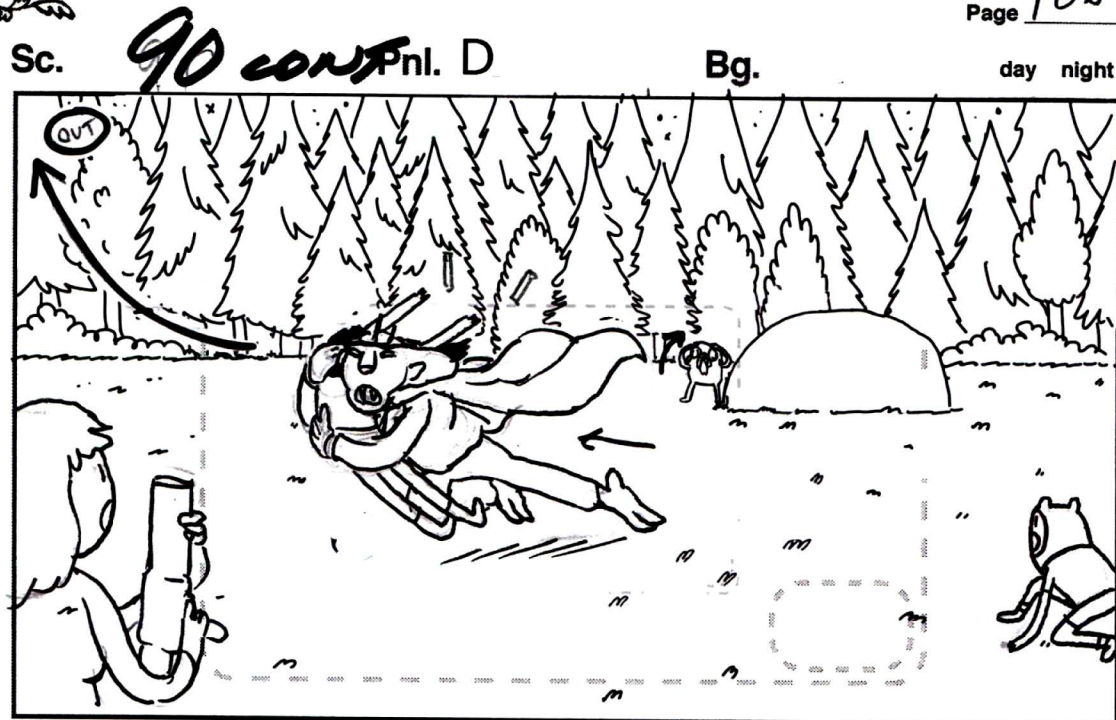
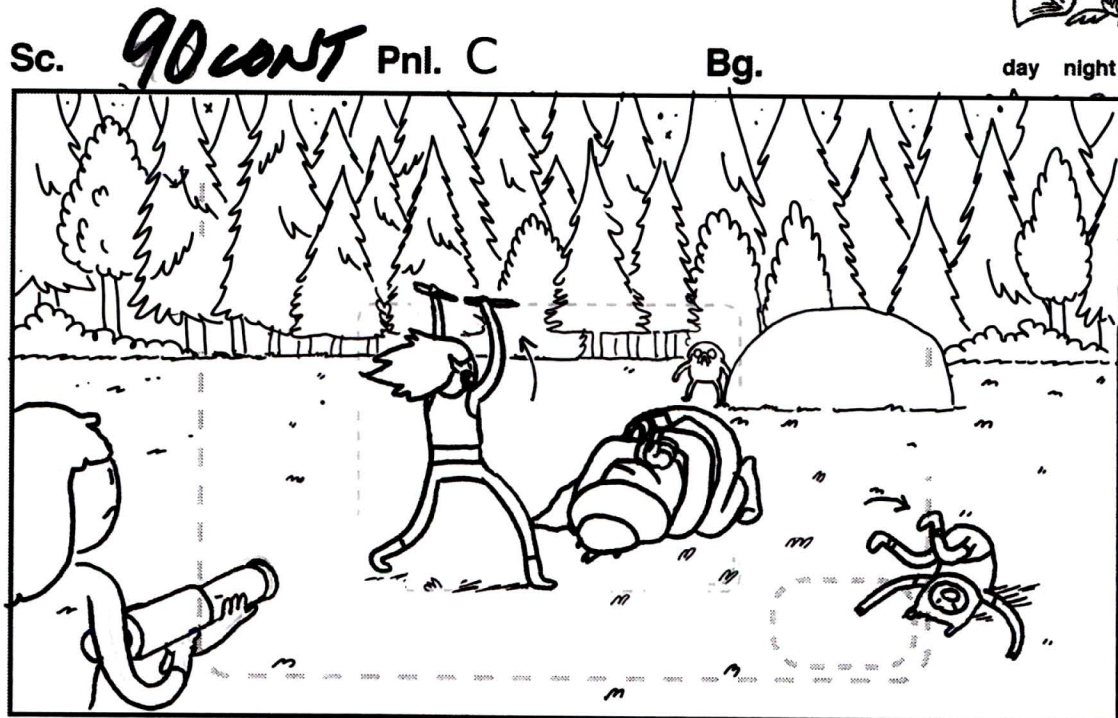
EPISODE # 1034-222  
Production:

# ADVENTURE TIME



NO SC  
91

Page 106



|         |  |  |  |
|---------|--|--|--|
| Dialog: |  | <p>m / OOFF!</p>   |  |
| Action: |  | <p>- TRUCK OUT CONTINUES<br/>- F. LANDS<br/>- M. RAISES STAKES.</p>                  |  |
| Timing: |  | <p>VK TACKLES M. AND FLIES OFF/S</p> <p>MAY 11 2015</p> <p>STAKES LAND ON GROUND</p> |  |

EPISODE # 1034-222

1034/222

Production:

1034/222

No Sc. 91

ADVENTURE TIME

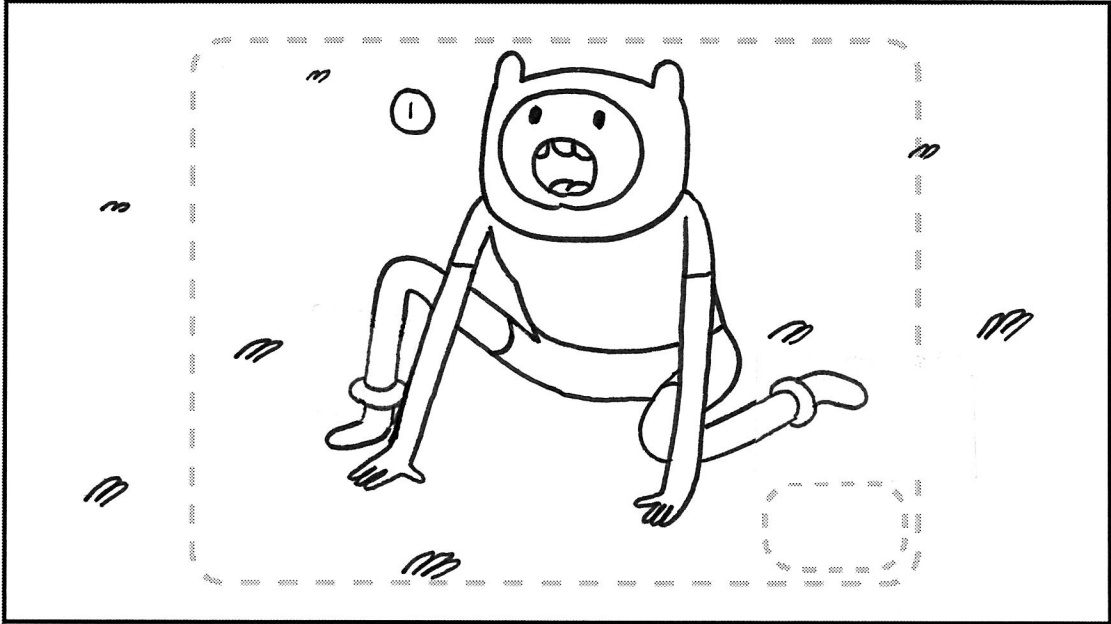


Sc. 92

Pnl. A

Bg.

day night

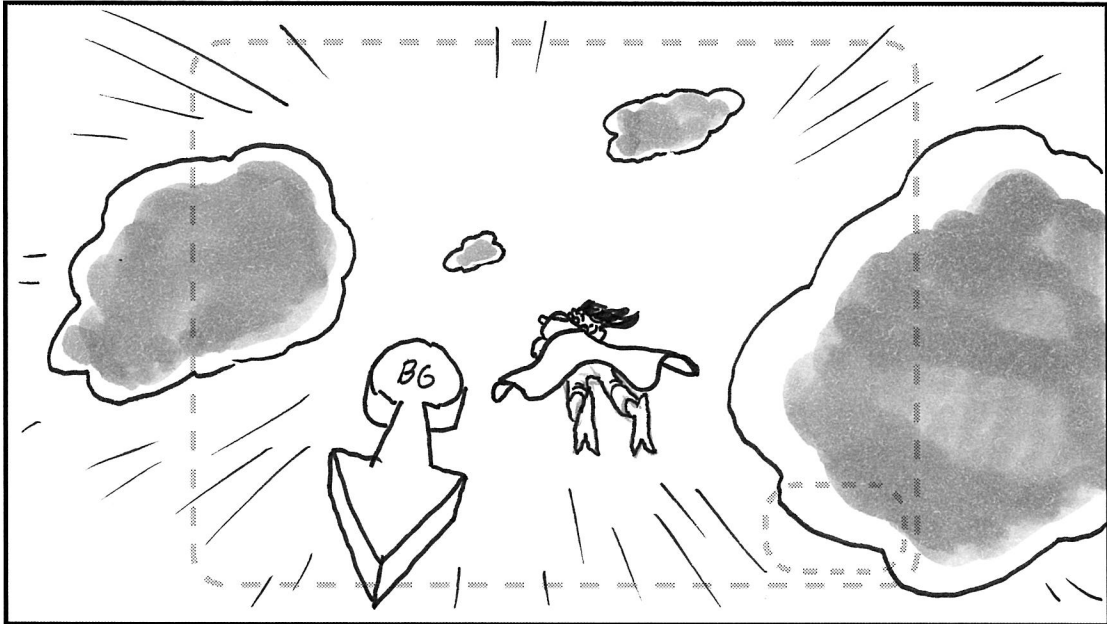


Sc. 93

Pnl. A

Bg.

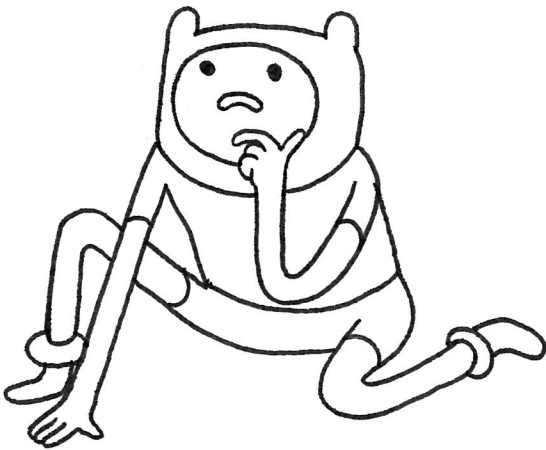
day night



Dialog: Finn / ① woops. ② Should've staked him.

Action:

Timing:



sfx / heavy wind zipping by

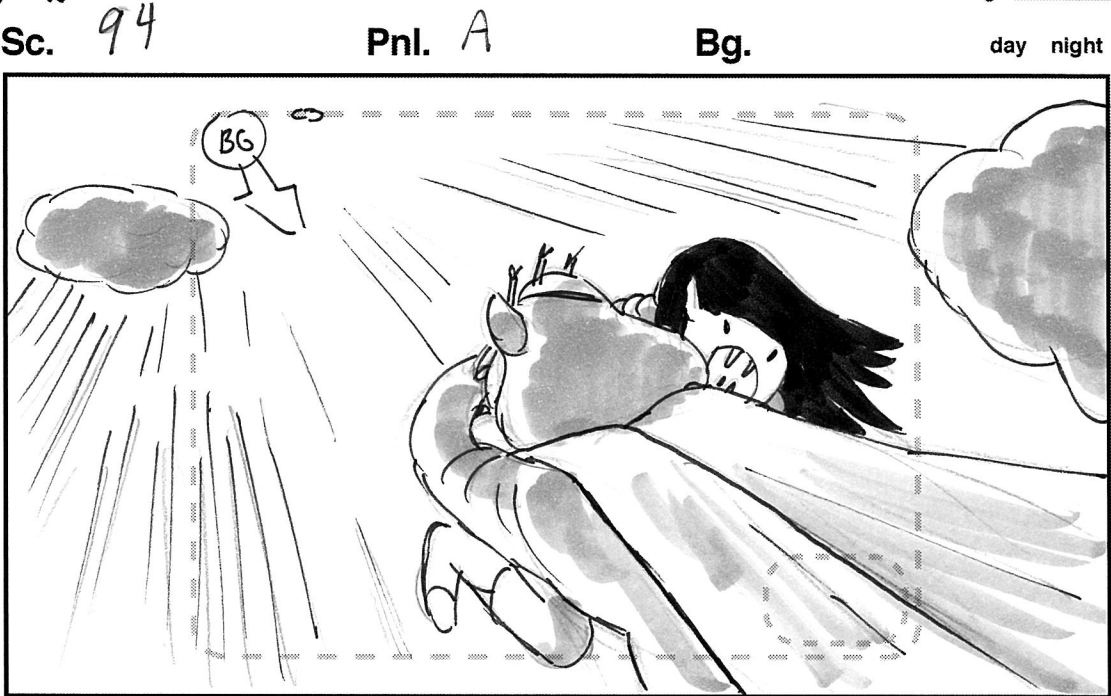
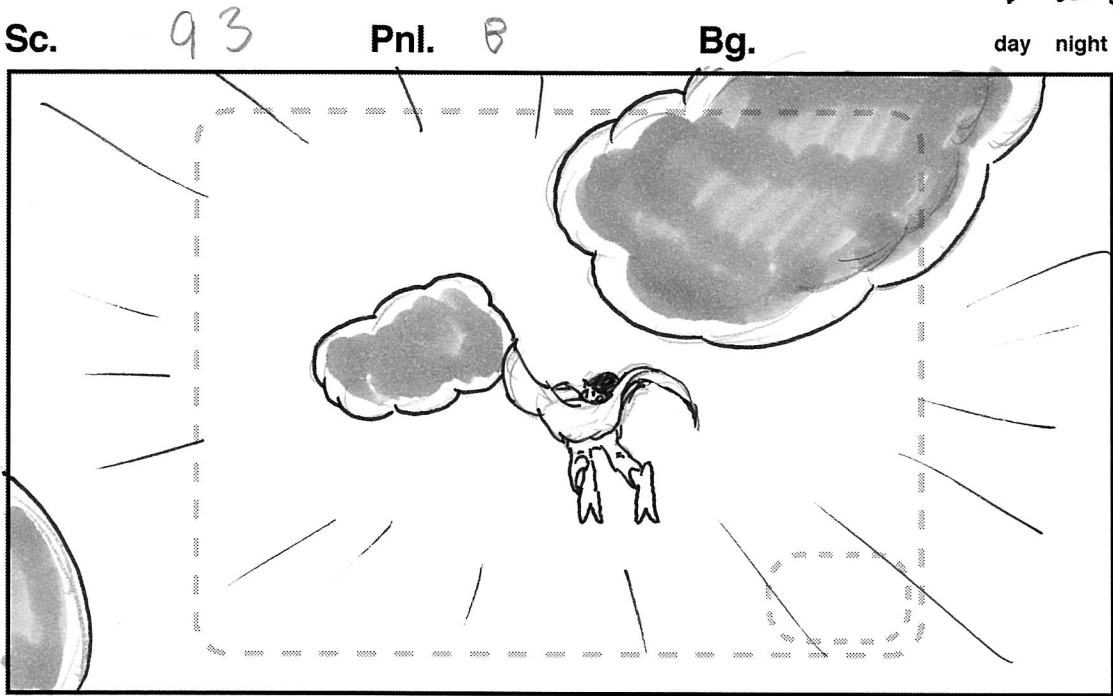
clouds zoom by  
fast

EPISODE # 1034-222

Production:



ADVENTURE TIME



|         |   |
|---------|---|
| Dialog: | M/ HUAH!!<br>cutting through<br>sfx/ heavy wind |
| Action: |   |
| Timing: |   |

EPISODE # 1034-222  
Production:

ADVENTURE TIME

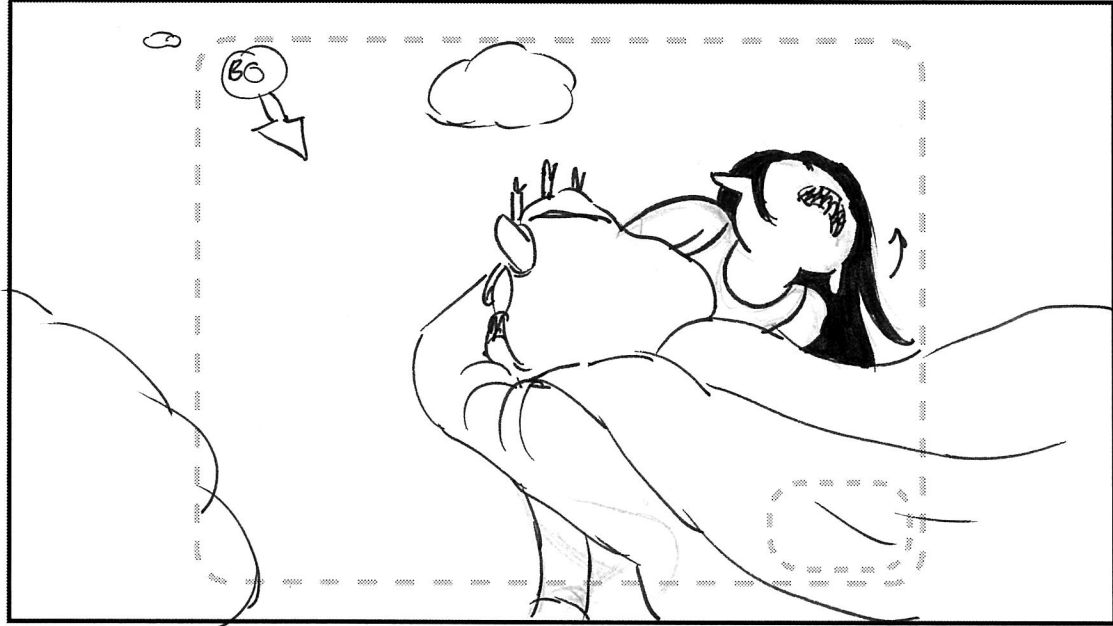


Sc. 94

Pnl. B

Bg.

day night

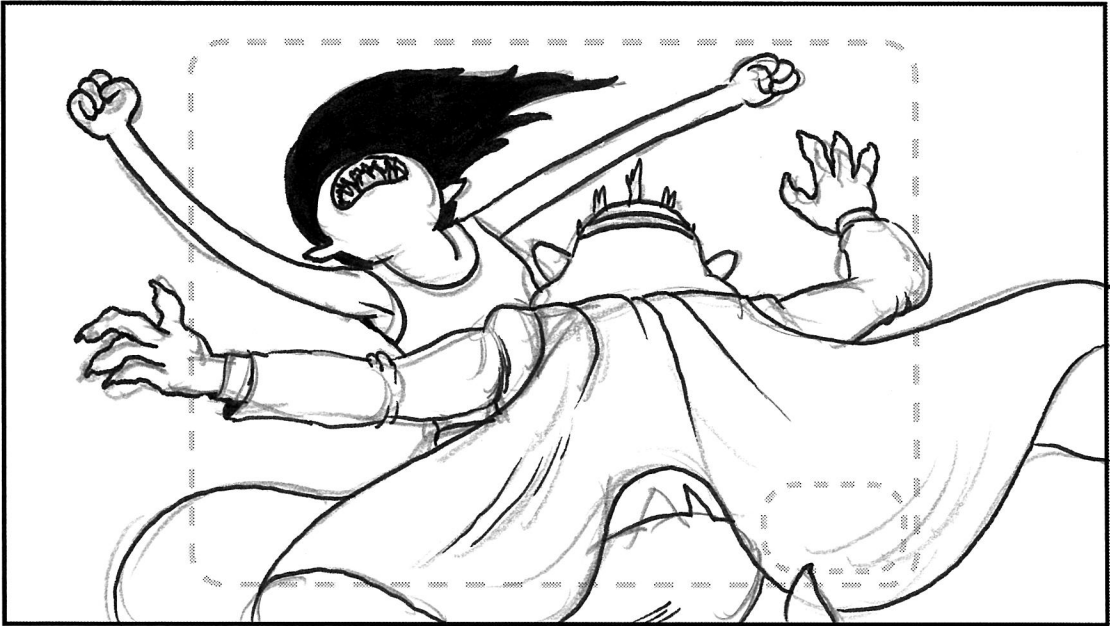


Sc. 94

Pnl. C

Bg.

day night



|  |                         |
|--|-------------------------|
| <p>Dialog:</p> <p><u>M</u> / UHN!!</p> | <p><u>M</u> / RUH!!</p> |
| <p>Action:</p> <p>-M. STRUGGLES.</p>   | <p>-M Breaks free</p>   |
| <p>Timing:</p>                         |                         |

EPISODE # 1034-222

Production:

# ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. 95 Pnl. A Bg. day night

Dialog:

Action:

Timing:



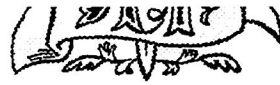
EPISODE # 1034-222

Production:

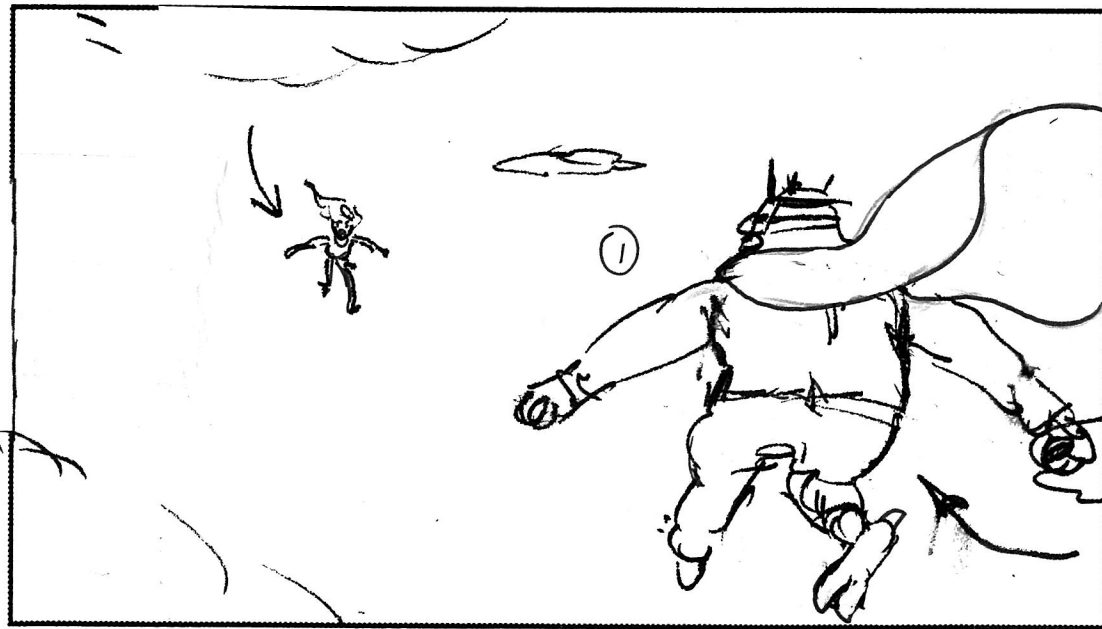


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ADVENTURE TIME




Sc. 96 Pnl. A Bg. day night



Sc. 97 Pnl. A Bg. day night



|         |              |
|---------|--------------|
| Dialog: | VK / HOLD ON |
| Action: |              |
| Timing: |              |



VK / How many times do you want to do this, MARCELINE?

EPISODE # 1034-222  
Production:

ADVENTURE TIME



Sc. 98

Pnl. A

Bg.

day night

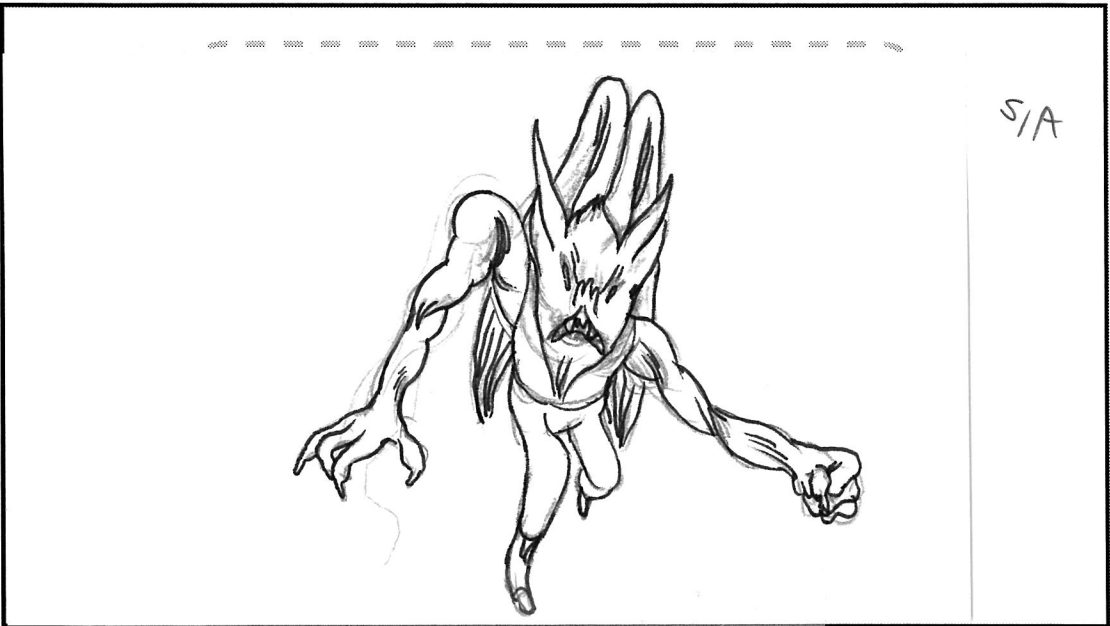


Sc. 98

Pnl. B

Bg.

day night



Dialog: VK / (c/s) FF yov beat me this way , I'll come back somehow —

Action: - M. STARTS SHAPESHIFTING

Timing:

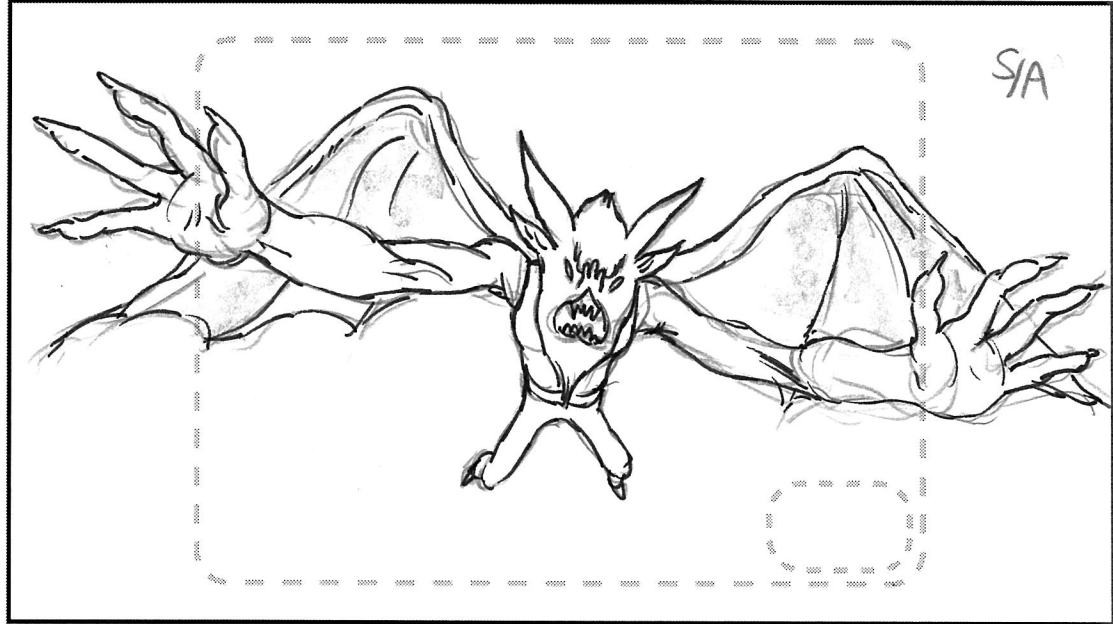
EPISODE # 1034-222

Production:

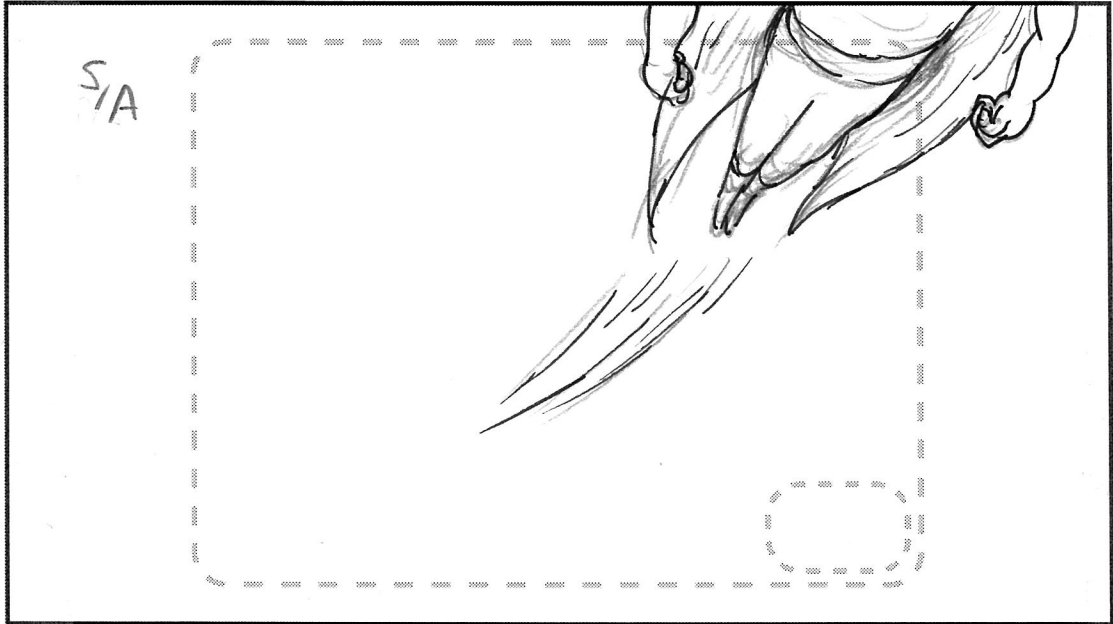
ADVENTURE TIME



Sc. 98 Pnl. C Bg. day night



Sc. 98 Pnl. D Bg. day night



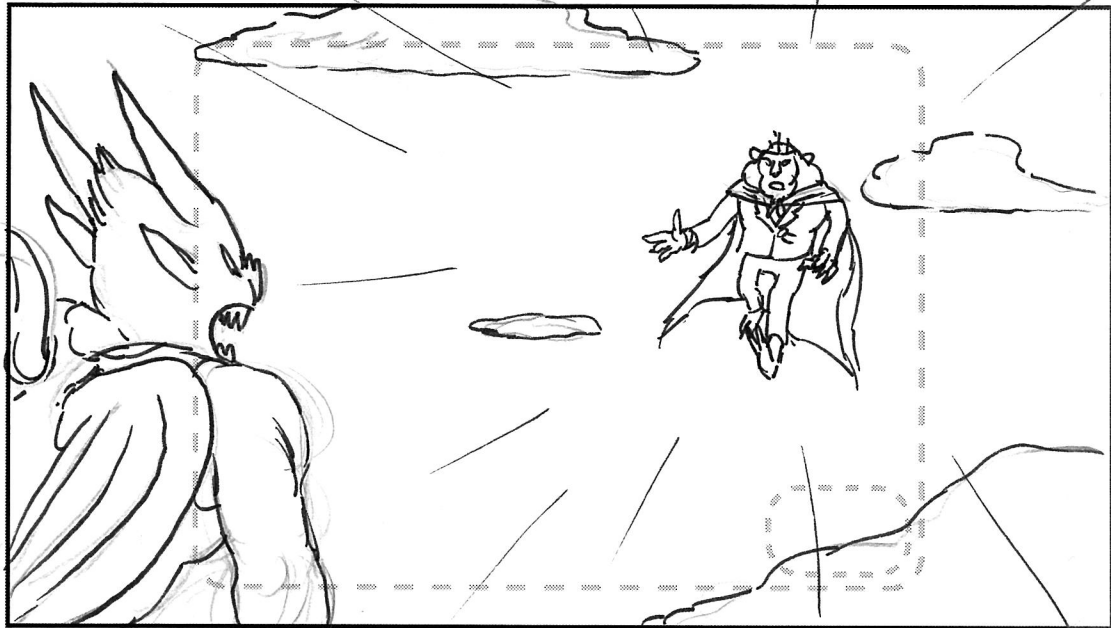
|         |  |   |
|---------|--|---|
| Dialog: | <u>VK/</u> <sup>(O/S)</sup> - Our lives are magnetized | <u>VK/</u> <sup>(O/S)</sup> We're in a negative loop! |
| Action: | - M. FLIES OFF/S.                                      |   |
| Timing: |  |   |

EPISODE # 1034-222  
Production:

ADVENTURE TIME



Sc. 99 Pnl. A Bg. day night



Sc. 99 Pnl. B Bg. day night

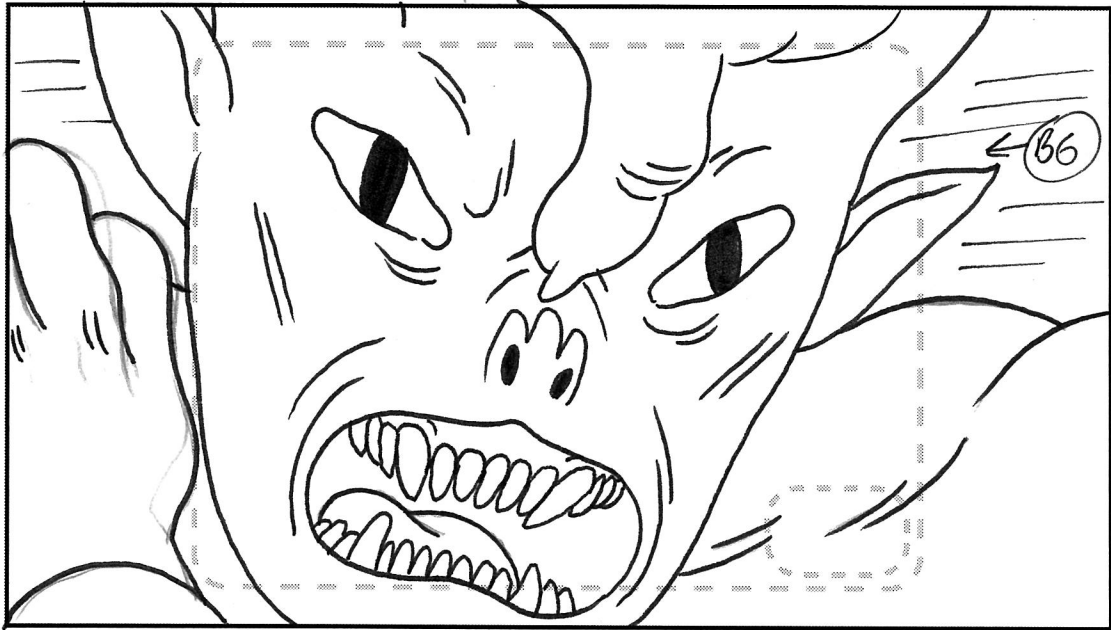


|         |   |
|---------|---|
| Dialog: | <u>VK</u> / But we can change our outcome this time!<br>SFX: * WHUMP! * |
| Action: | - M. FLIES INTO VK.   |
| Timing: |   |

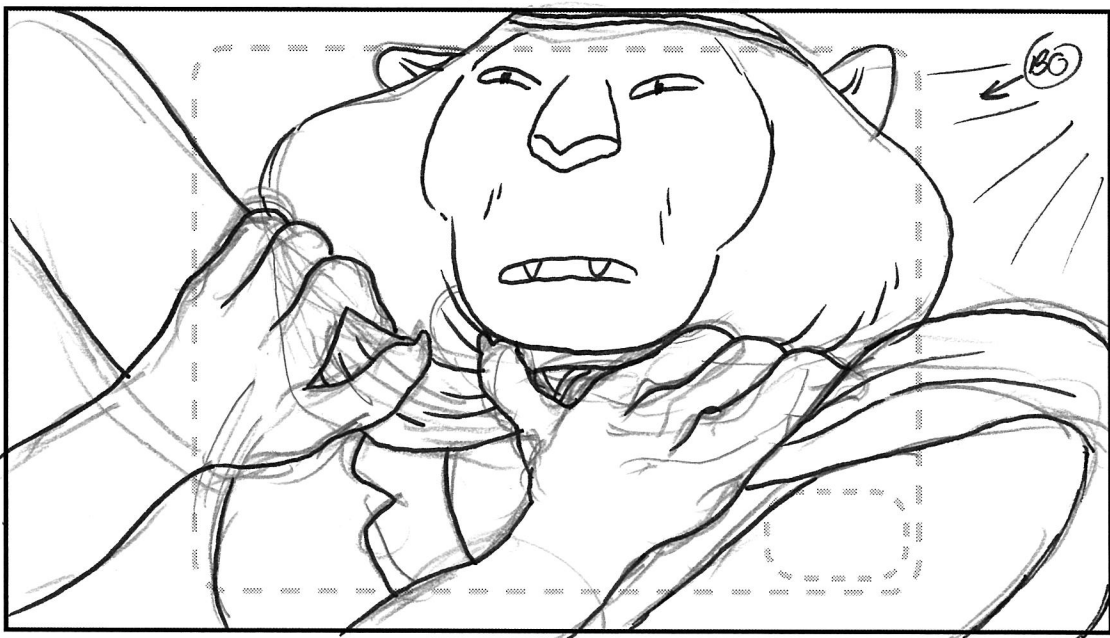
ADVENTURE TIME



Sc. 100 Pnl. A Bg. day night

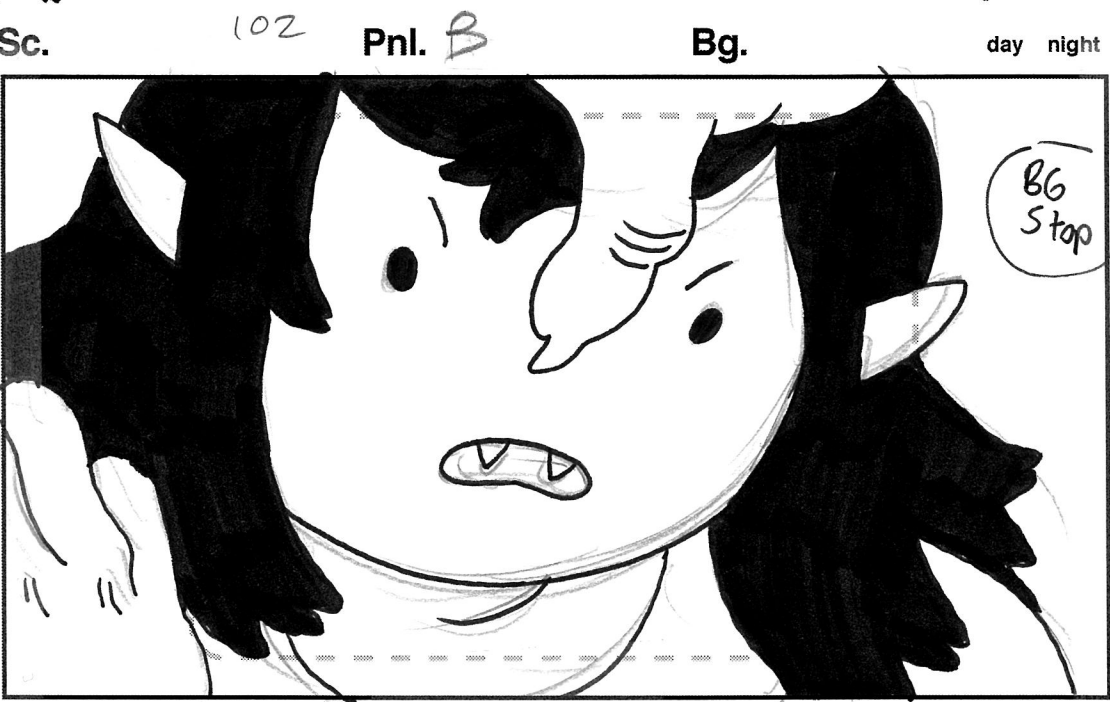
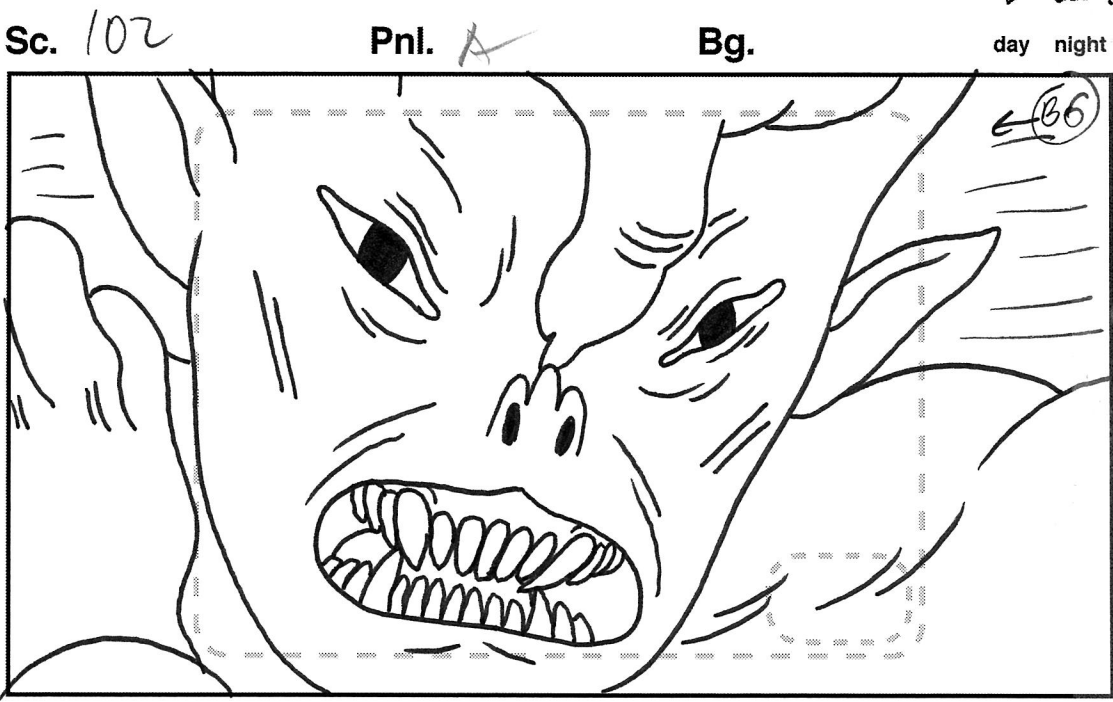


Sc. 101 Pnl. A Bg. day night



|         |   |                                       |
|---------|---|---------------------------------------|
| Dialog: | <u>M</u> / I like the outcome where you get staked! | <u>VK</u> / and you become a vampire? |
| Action: |   |                                       |
| Timing: |   |                                       |

ADVENTURE TIME



|   |
|---|
| Dialog:   |
| M: RRRR...  |
| Action:   |
| -M. THINKS FOR A BEAT. -M. SHIFTS BACK TO NORMAL, |
| Timing:   |

EPISODE # 1034-222

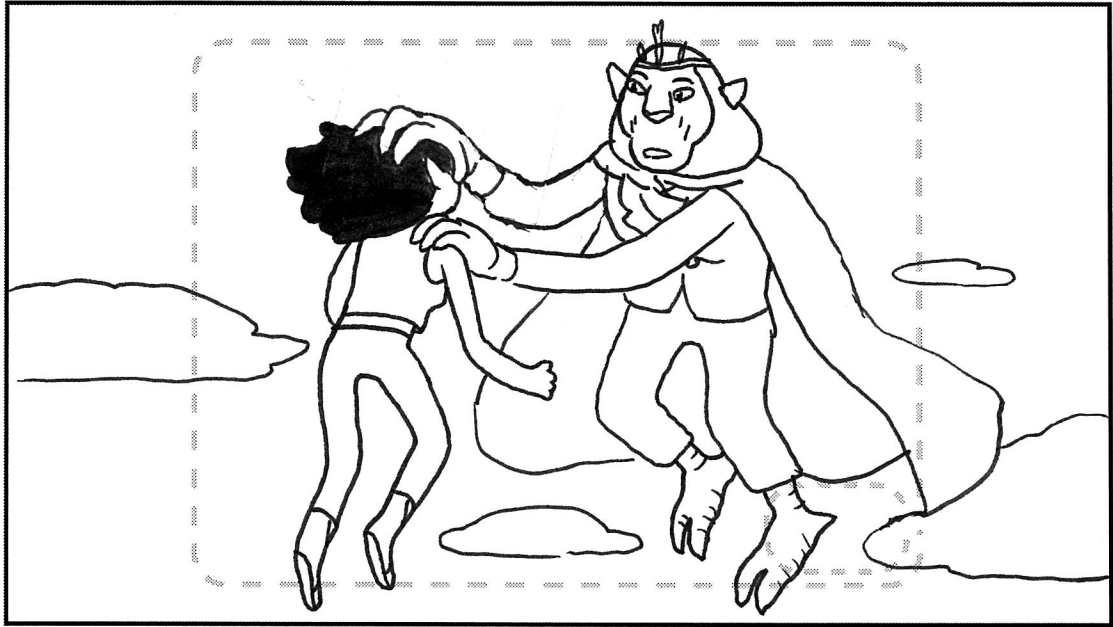
Production:

No Sc.103

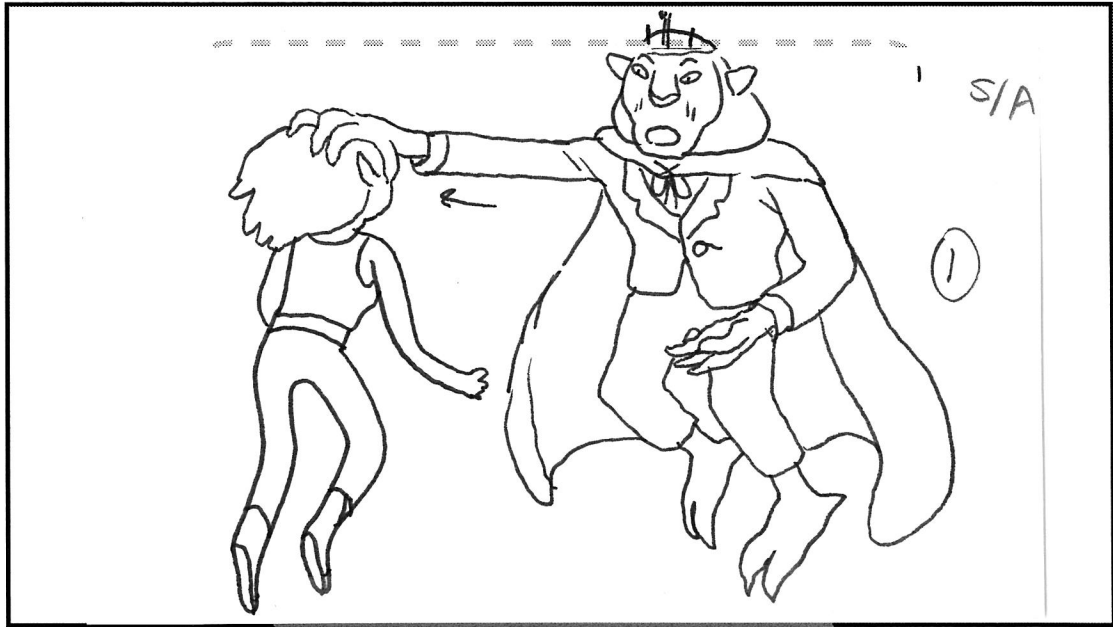
ADVENTURE TIME



Sc. 104 Pnl. A Bg. day night



Sc. 104 Pnl. B Bg. day night



Dialog: VK/ Marceline I know ————— ① I was ruthless ② in the past =  
(hurt from arm punch)

Action:

Timing:

SFX: \*THMP\*

EPISODE # 1034-222  
Production:



ADVENTURE TIME

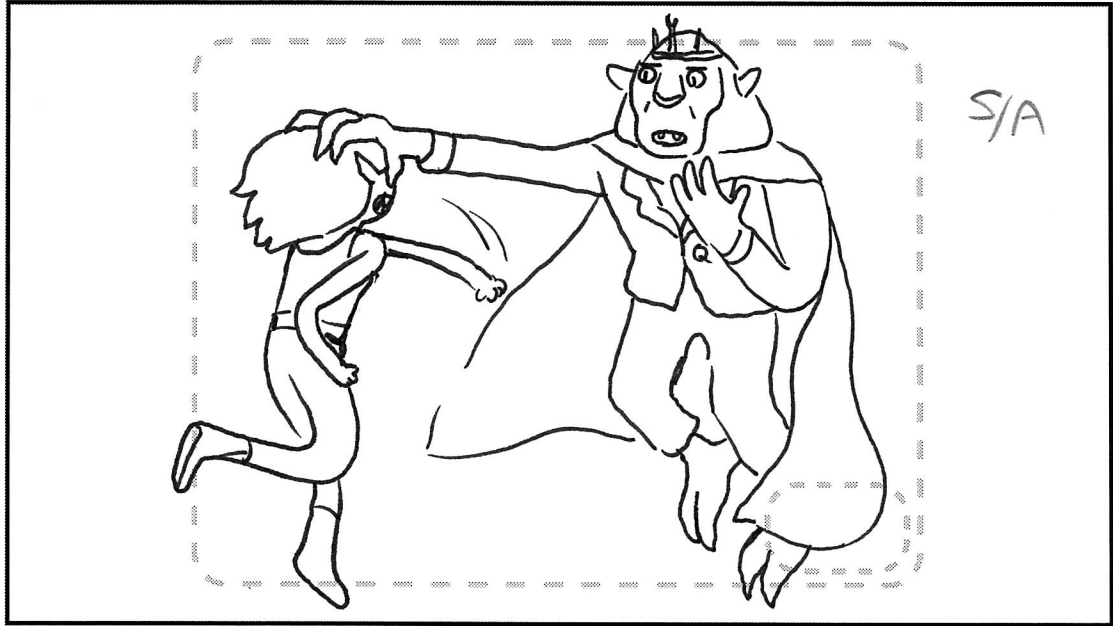


Sc. 104

Pnl. C

Bg.

day night

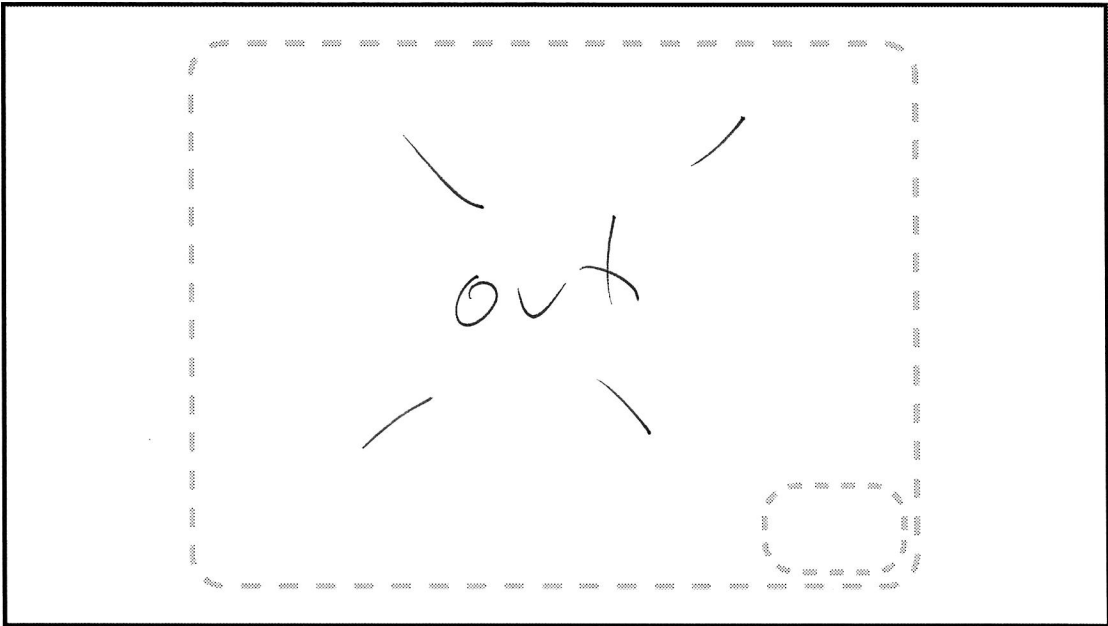


Sc.

Pnl.

Bg.

day night

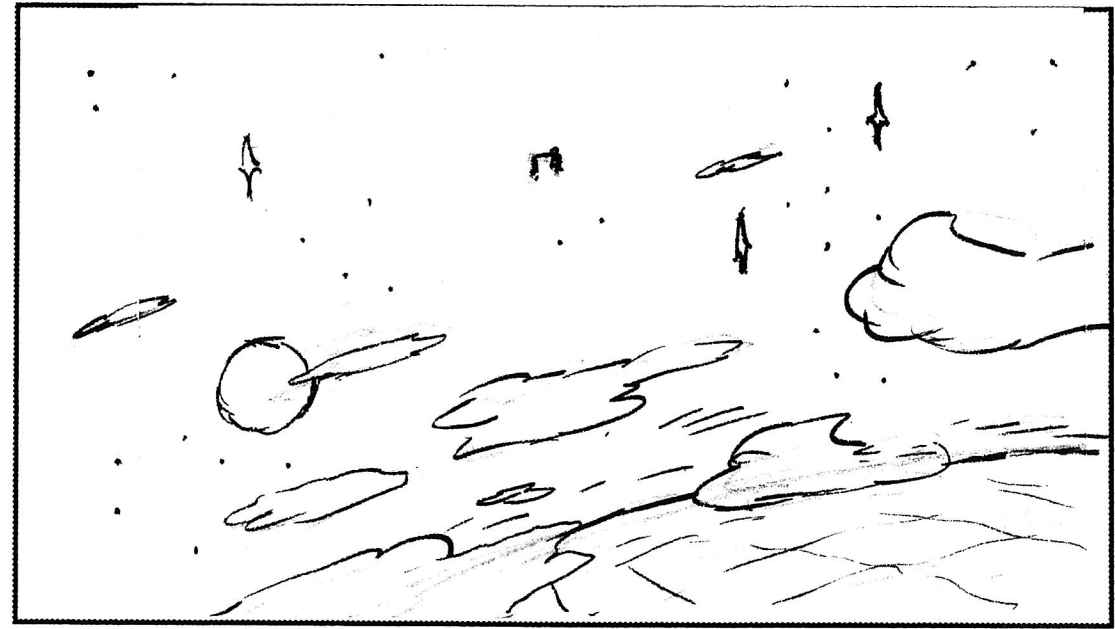


|         |                                    |
|---------|------------------------------------|
| Dialog: | <u>VK</u> / I know what I deserve. |
| Action: | -M. SWINGS AGAIN.                  |
| Timing: |                                    |

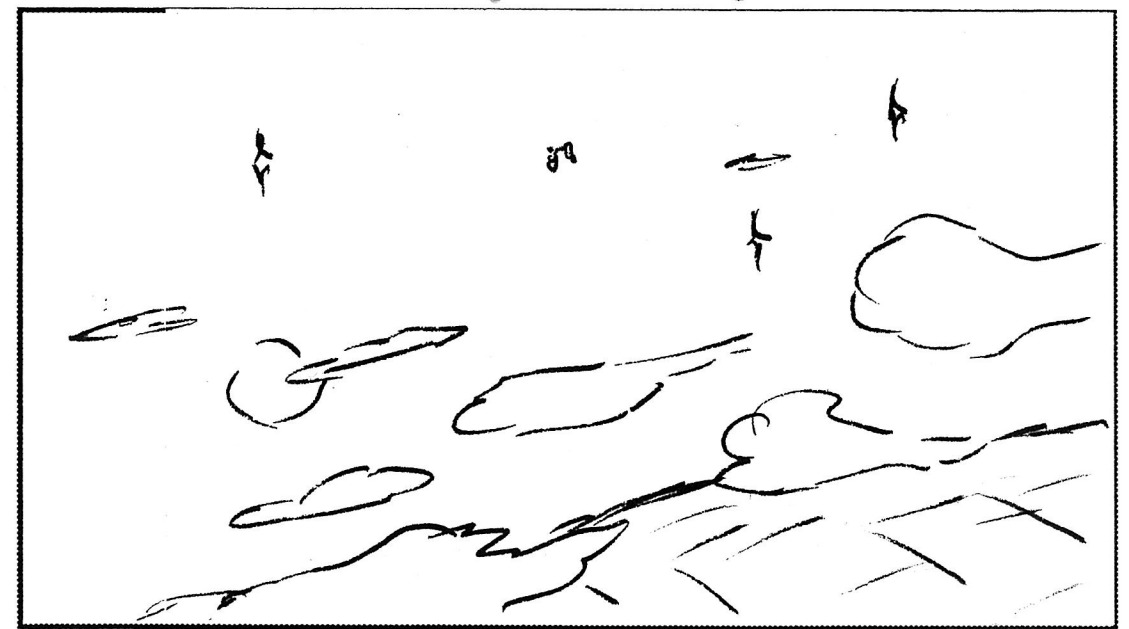
EPISODE # 1034-222  
Production:



Sc. 105 Pnl. A Bg. day night



Sc. 105 Pnl. B Bg. day night



|         |                            |                         |
|---------|----------------------------|-------------------------|
| Dialog: | UK / But tell me... what's | UK / all those hundreds |
|         | the one thing you've       | of years ago?           |
| Action: | noticed about the world    |                         |
|         | since you beat me --       |                         |
| Timing: |                            |                         |

EPISODE # 1034-222  
Production:

# ADVENTURE TIME



Page 119

Sc. 106 Pnl. A Bg. day night



Sc. 106 Pnl. B Bg. day night



Dialog:

m / everything repeats over  
and over again

m / nothing changes,  
no one learns anything

Action:

Timing:

EPISODE # 1034-222

Production:

ADVENTURE TIME



Sc. 106 Pnl. C Bg. day night



Sc. 107 Pnl. A Bg. day night



Dialog: M/ Because no one lives long enough to see the patterns, I guess. VK/ But you've lived long enough.

Action:

Timing: - M, PUSHES HAND AWAY.



EPISODE # 1034-222

Production:

# ADVENTURE TIME



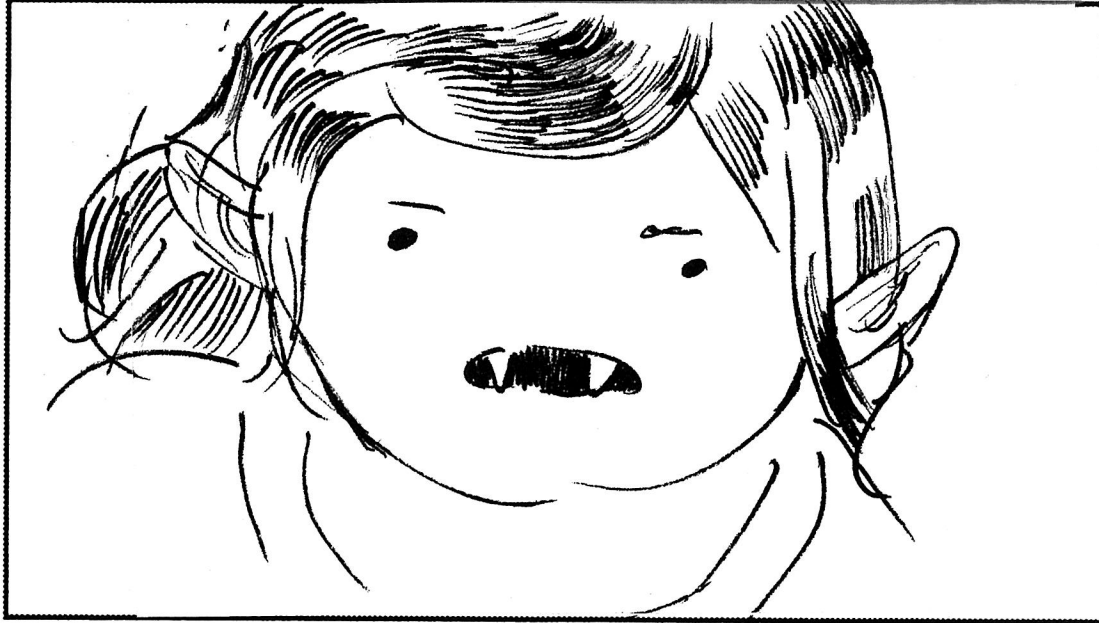
Page 121

Sc. 108

Pnl. A

Bg.

day night



Sc. 109

Pnl. A

Bg.

day night



Dialog:

M / I know, duh.

Action:

Timing:

UK / And you still think  
this is the right  
way?

Production:

EPISODE #

1034-222

# ADVENTURE TIME



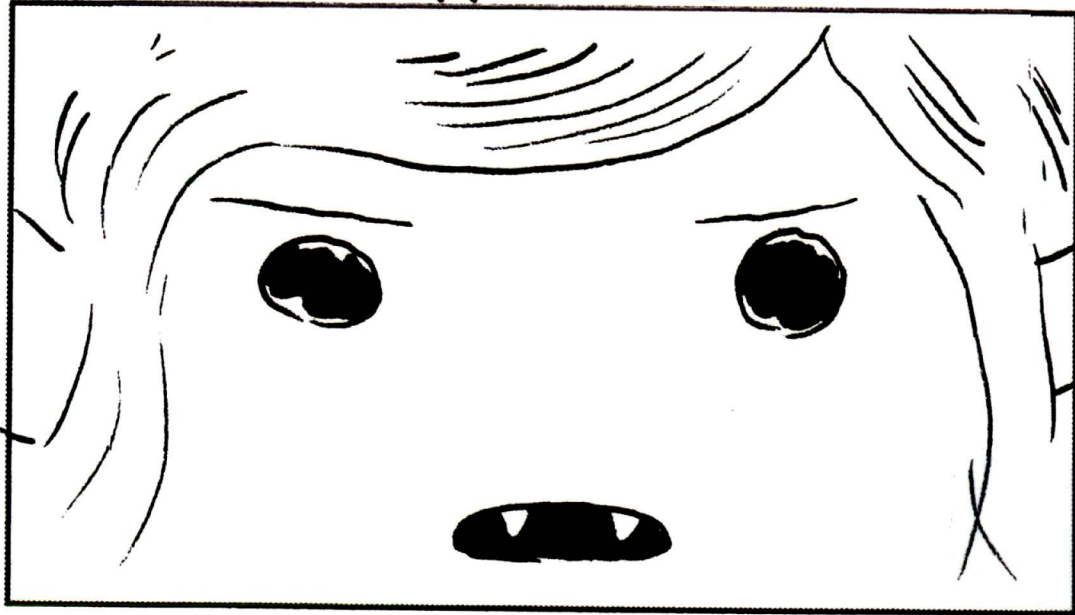
Page 122

Sc. 110

Pnl. A

Bg.

day night

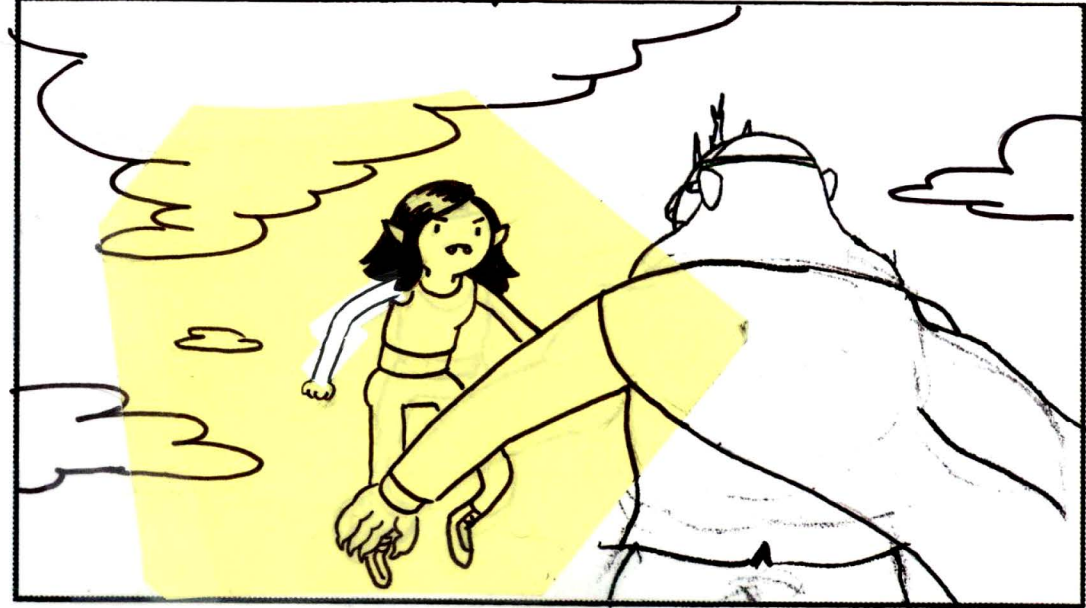


Sc. 111

Pnl. A

Bg.

day night



Dialog:

M1 the other way's like  
a black hole...

VK: so let's consult a  
WITCH

Action:

Timing:

MAY 11 2011

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Production:

1034/222

1034/222



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# ADVENTURE TIME



Page 123

Sc. 111

Pnl. B

Bg.

day night

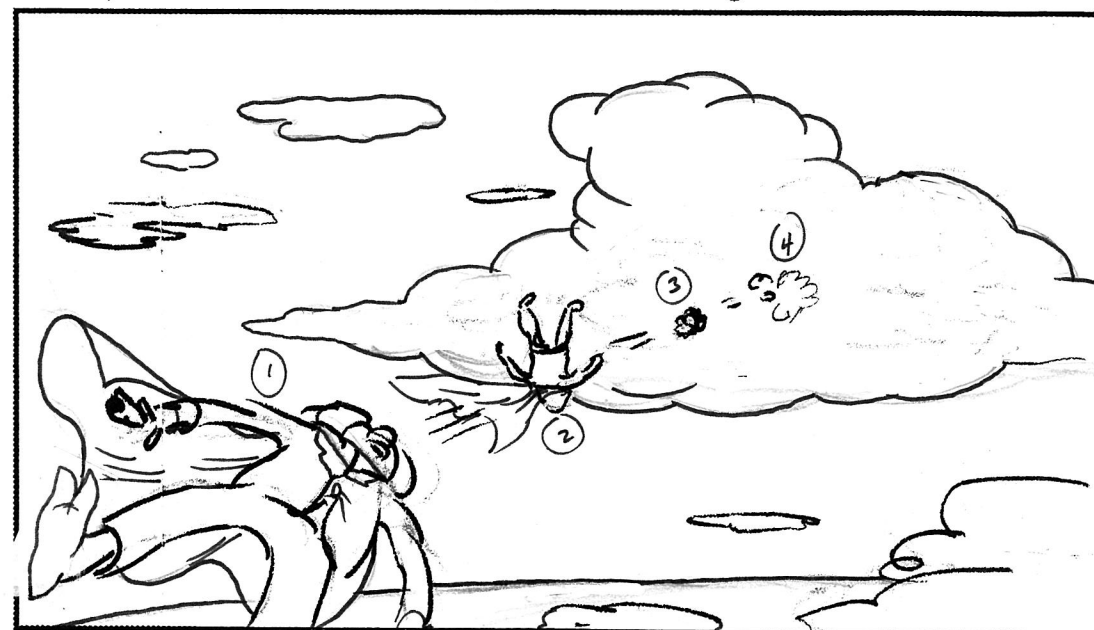


Sc. 112

Pnl. A

Bg.

day night



Dialog:

SFX: **PUNCH**

SFX: = POOF =

-VK plummets into a cloud



EPISODE # 1034-222

Production:



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# ADVENTURE TIME

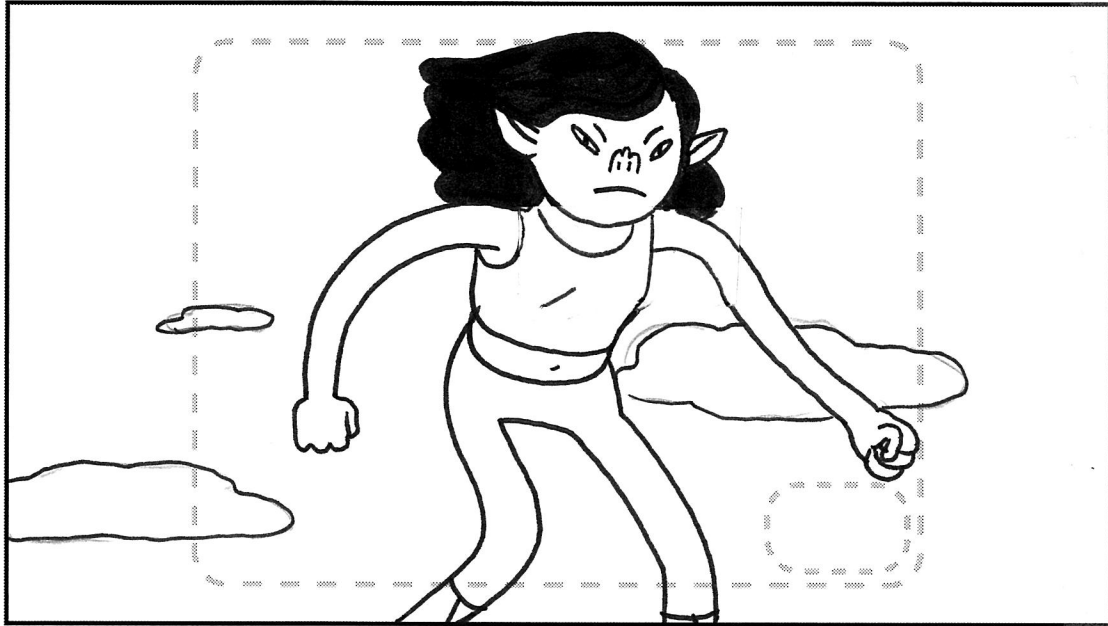


Sc. 113

Pnl. A

Bg.

day night

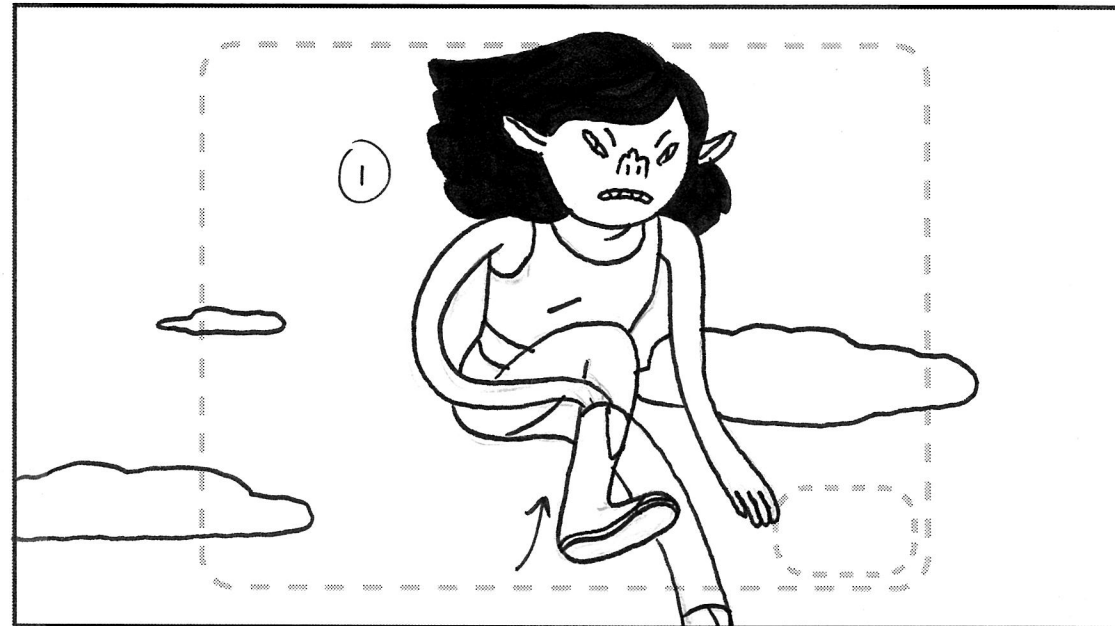


Sc. 113

Pnl. B

Bg.

day night



Dialog:

(M) NO WITCHES.

Action:

-M. PULLS  
STAKE OUT  
OF BOOT.

Timing:



EPISODE # 1034-222

Production:

ADVENTURE TIME



Sc. 113

Pnl. C

Bg.

day night

Sc. 114

Pnl. A

Bg.

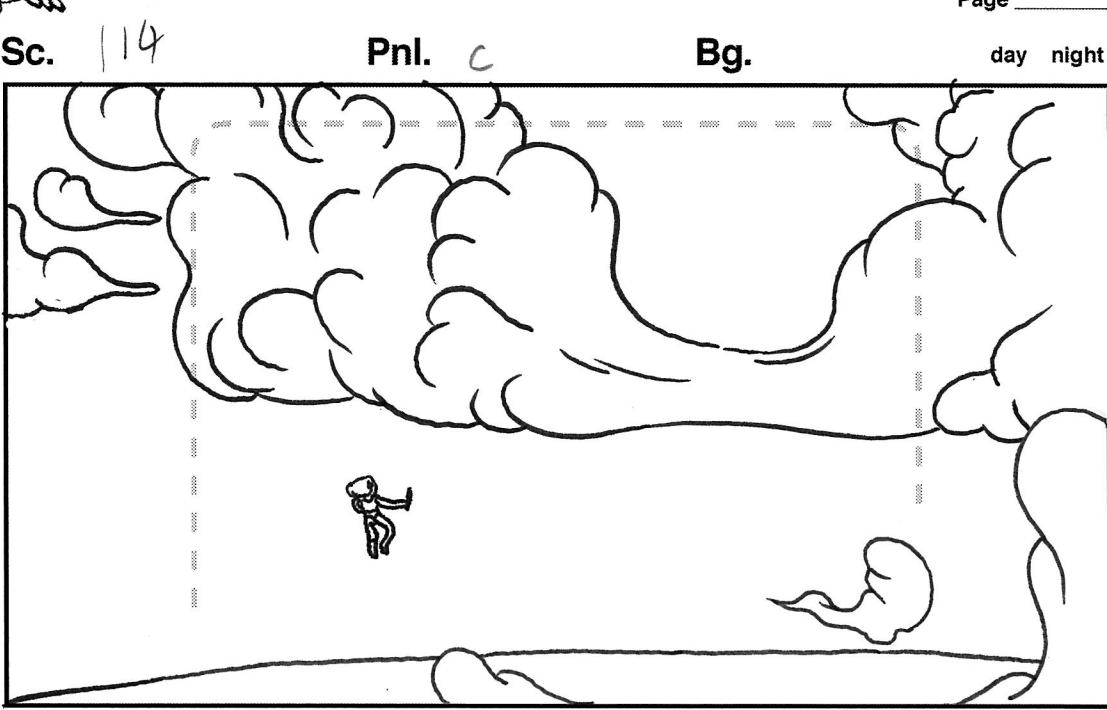
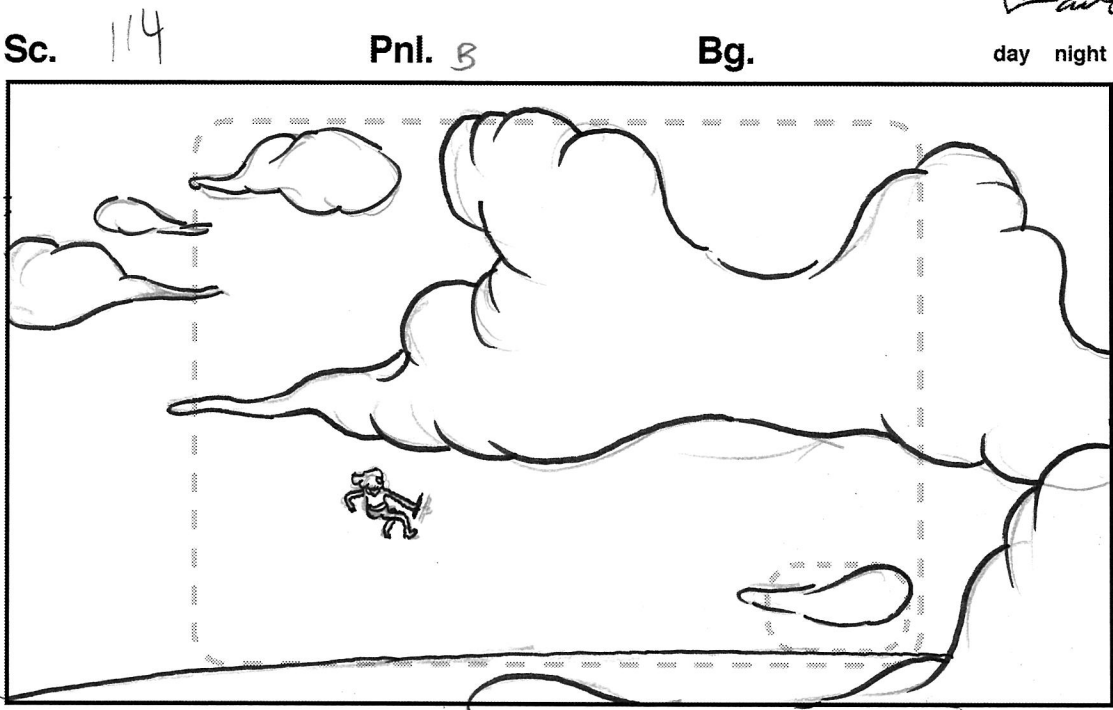
day night

|         |                  |
|---------|------------------|
| Dialog: |                  |
| Action: | -M. FLIES OFF/S. |
| Timing: | -M. FLIES ON/S.  |

EPISODE # 1034-222

Production:

# ADVENTURE TIME

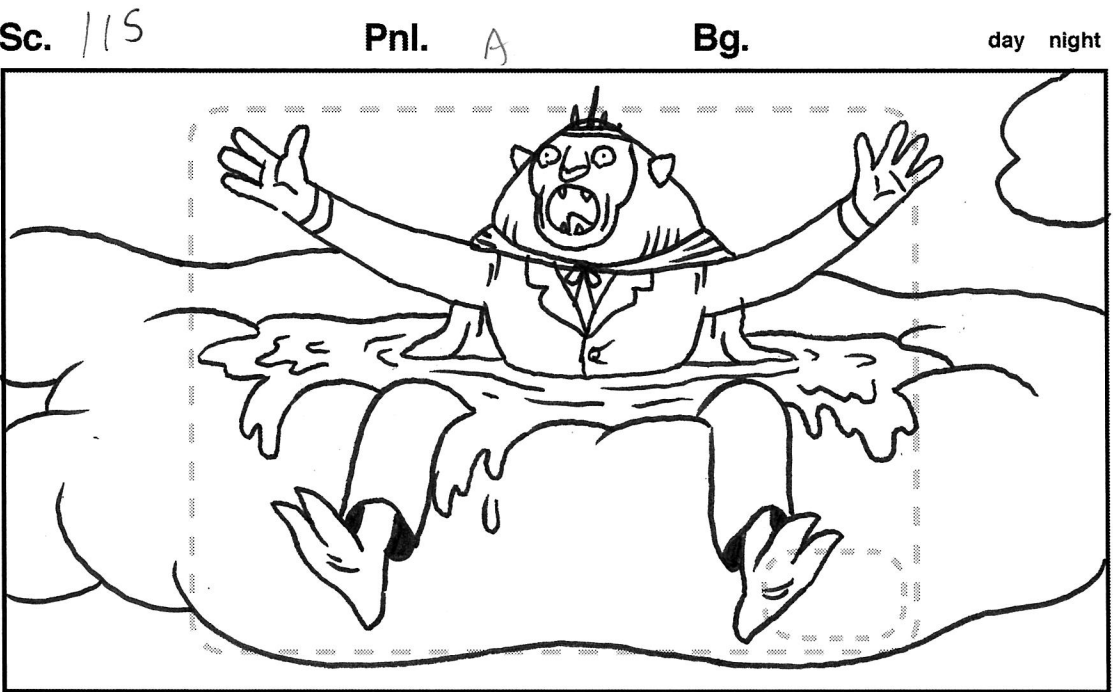
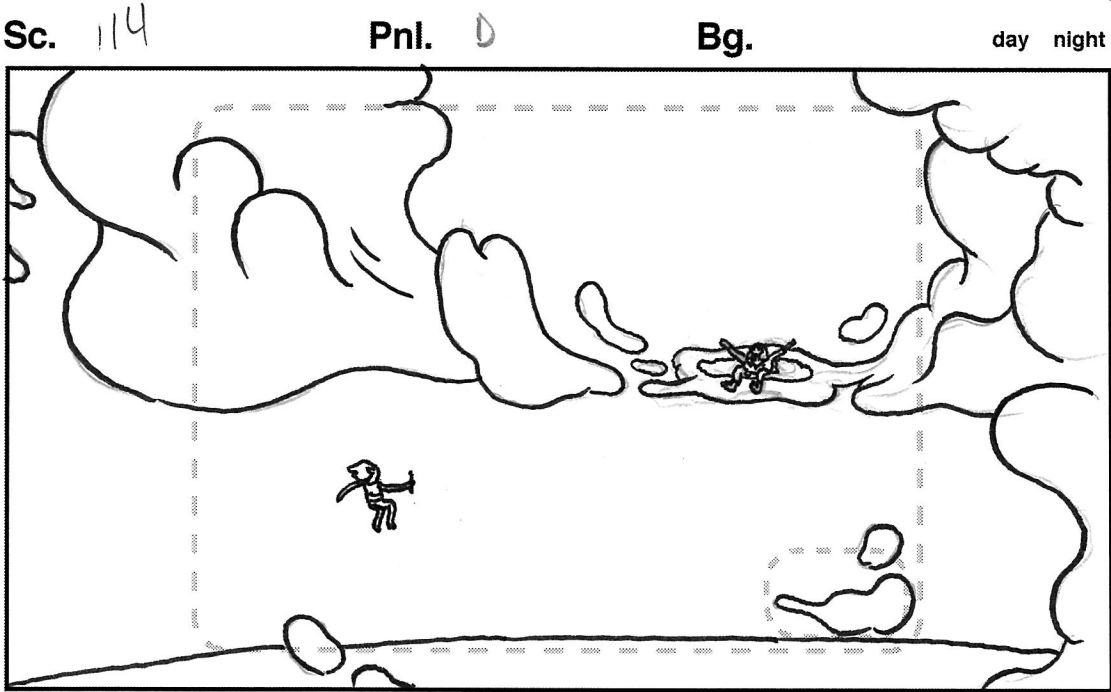


|         |  |
|---------|--|
| Dialog: | <u>VK</u> / (Bellowing like an opera singer) |
| Action: | - cloud parts                                |
| Timing: |  |

EPISODE # 1034-222

Production:

ADVENTURE TIME



|         |                                   |                       |
|---------|-----------------------------------|-----------------------|
| Dialog: | <u>VK:</u> (continuing to bellow) | <u>VK/♫</u> 00AA000-♫ |
| Action: |                                   |                       |
| Timing: |                                   |                       |

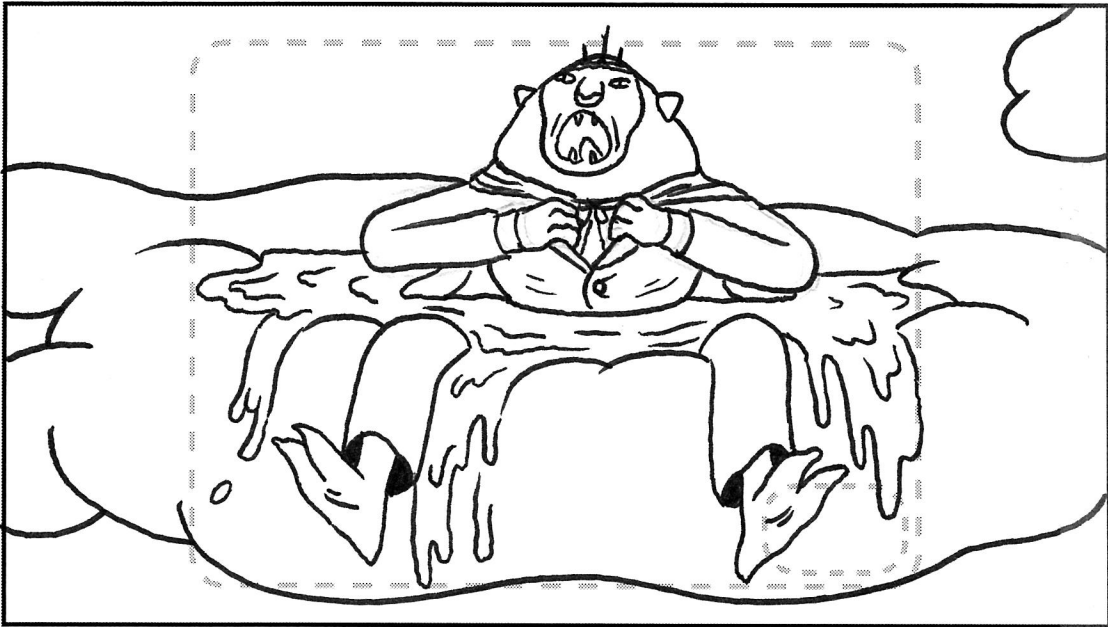
EPISODE # 1034-222

Production:

ADVENTURE TIME



Sc. 115 Pnl. B Bg. day night



Sc. 115 Pnl. C Bg. day night



|         |                 |
|---------|-----------------|
| Dialog: | VK: √ ○○○○!!! √ |
| Action: | = R I I I P P = |
| Timing: |                 |

EPISODE # 1034-222  
Production:

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# ADVENTURE TIME



Page 129

Sc. 116

Pnl. A

Bg.

day night



Sc. 117

Pnl. A

Bg.

day night



Dialog:

UK! I'm not afraid of  
the UNKNOWN!

Action:

Timing:

EPISODE # 1034-222

Production:

ADVENTURE TIME



Sc. 117 Pnl. B Bg. day night



Sc. 117 Pnl. C Bg. day night



|         |                      |            |
|---------|----------------------|------------|
| Dialog: | SFX: BOO A           | SFX: BOO A |
| Action: | (like a kettle drum) |            |
| Timing: |                      |            |



EPISODE # 1034-222  
Production:



# ADVENTURE TIME



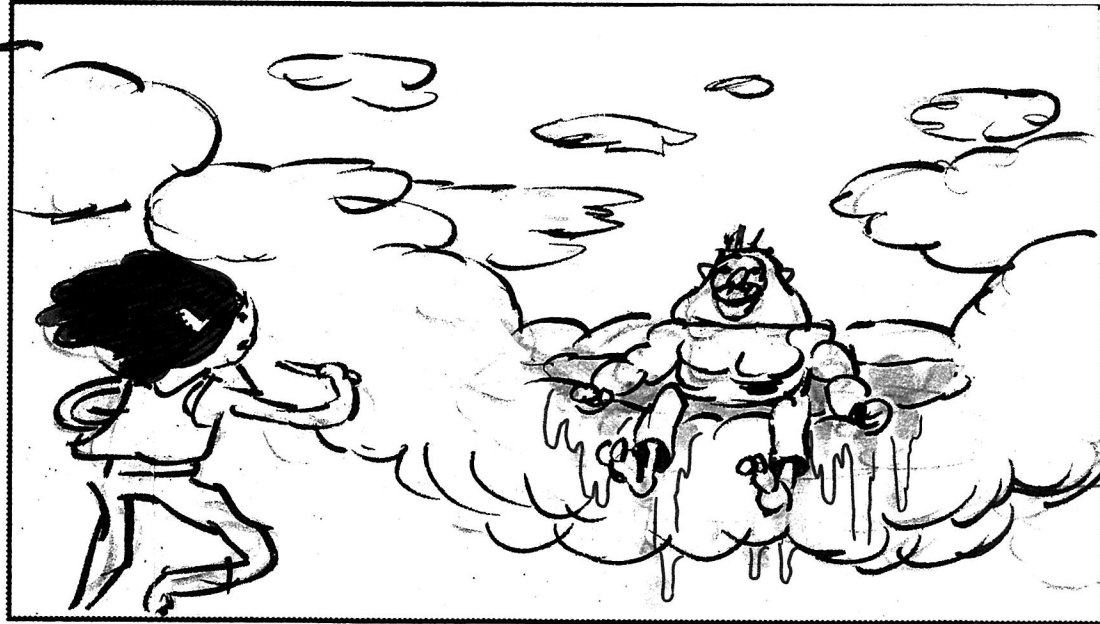
Page 131

Sc. 118

Pnl. A

Bg.

day night



Sc. 118

Pnl. B

Bg.

day night



Dialog:

VK / I have the power

VK / - to change -

Action:

Timing:

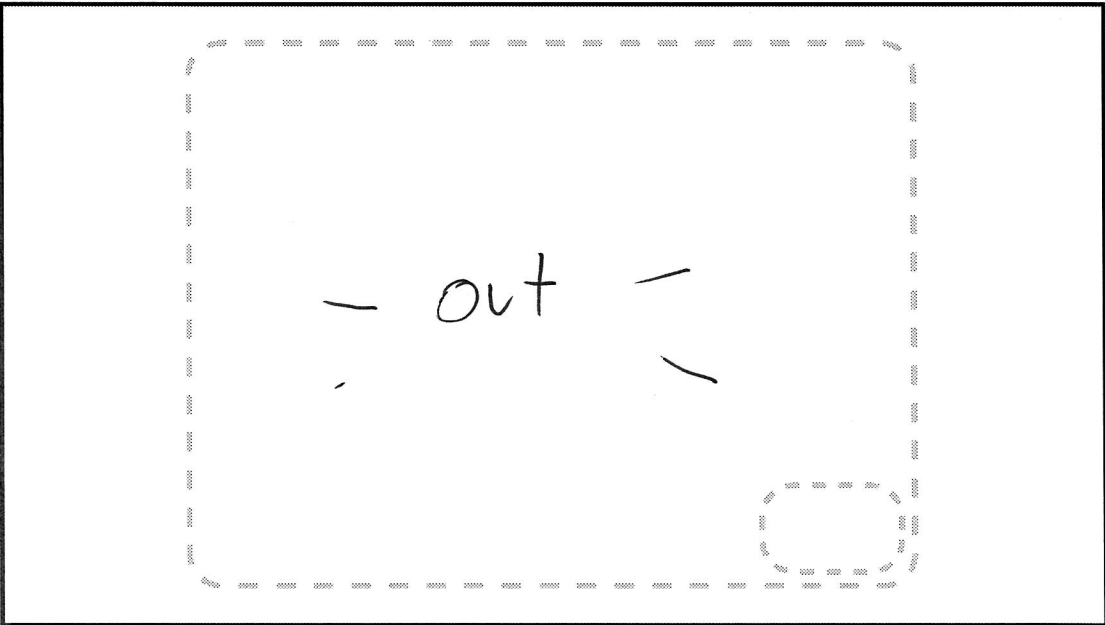
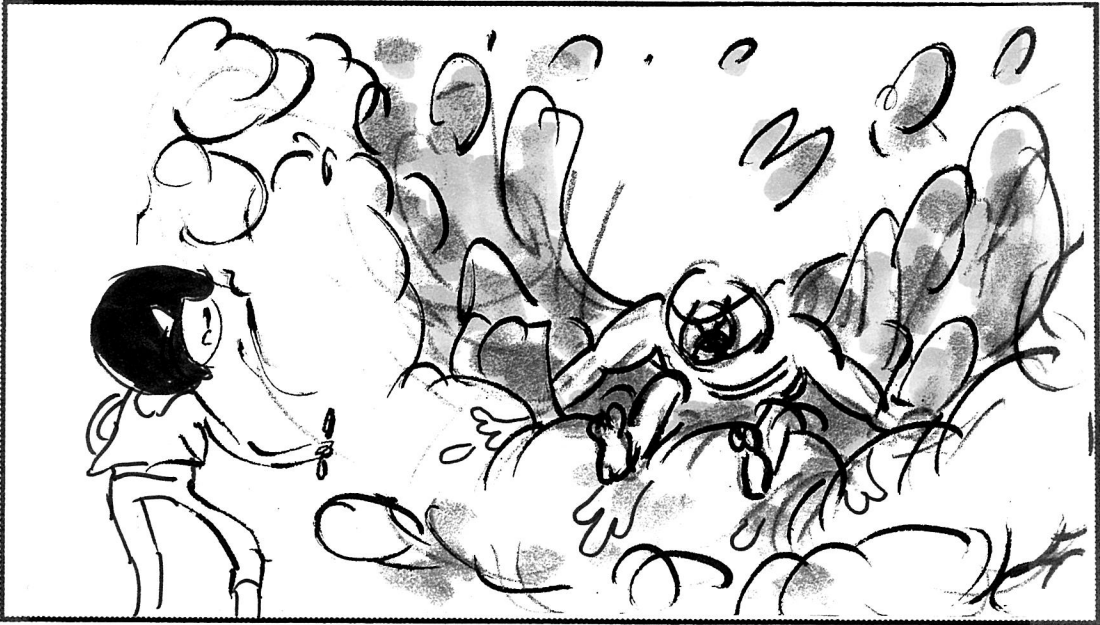
EPISODE # 1034-222

Production:

ADVENTURE TIME



Sc. 118 Pnl. C Bg. day night Sc. Pnl. Bg. day night



|         |   |
|---------|---|
| Dialog: | <p>VD/- DESTINY!</p> <p>SFX: * SPSHH! *</p> |
| Action: |   |
| Timing: |   |

EPISODE # 1034-222

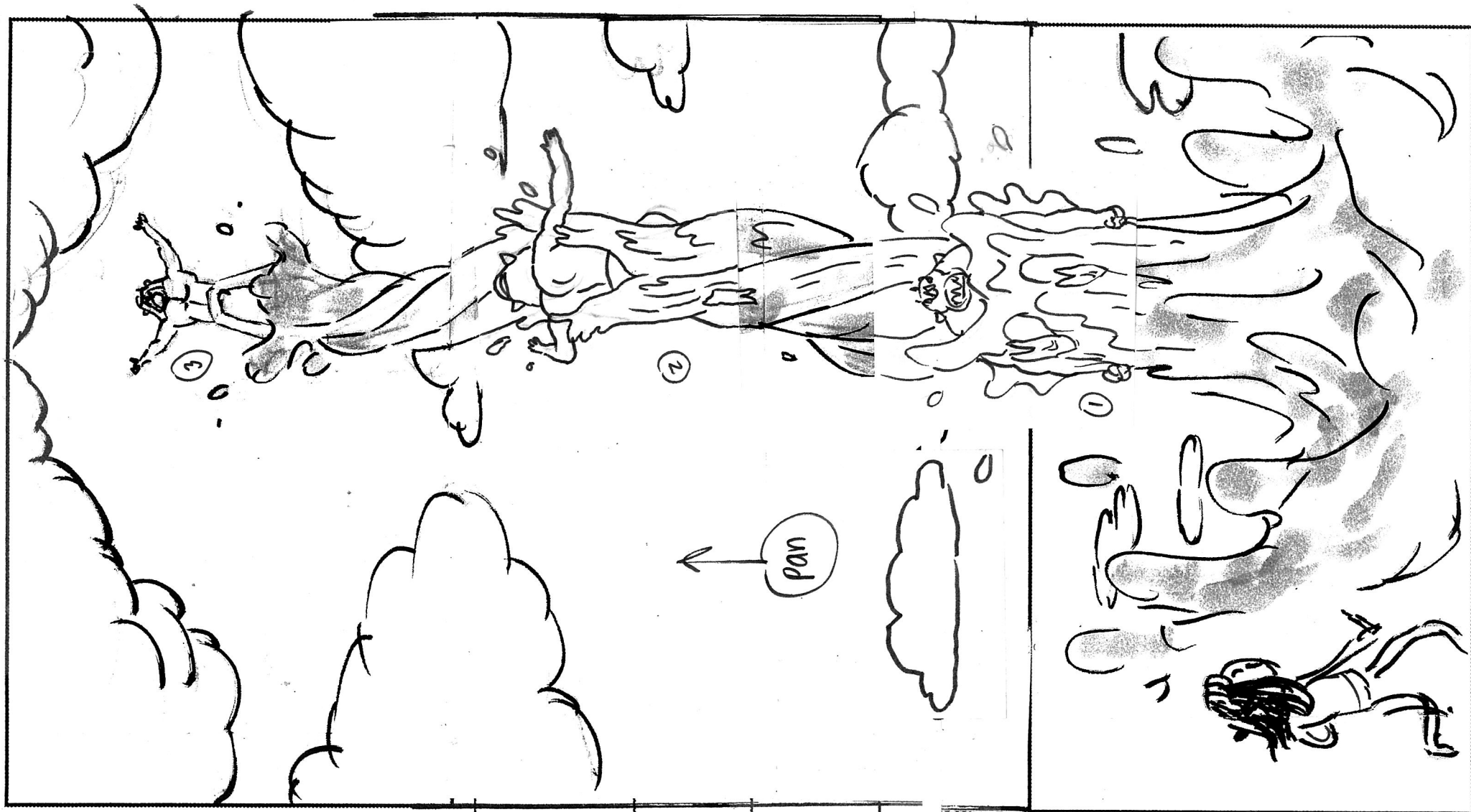
Production:

# ADVENTURE TIME



Page 133

Sc. 118



-WATER  
RISES IN  
A COLUMN

- PAN W/  
VK

Production:

EPISODE #

1034-222

# ADVENTURE TIME



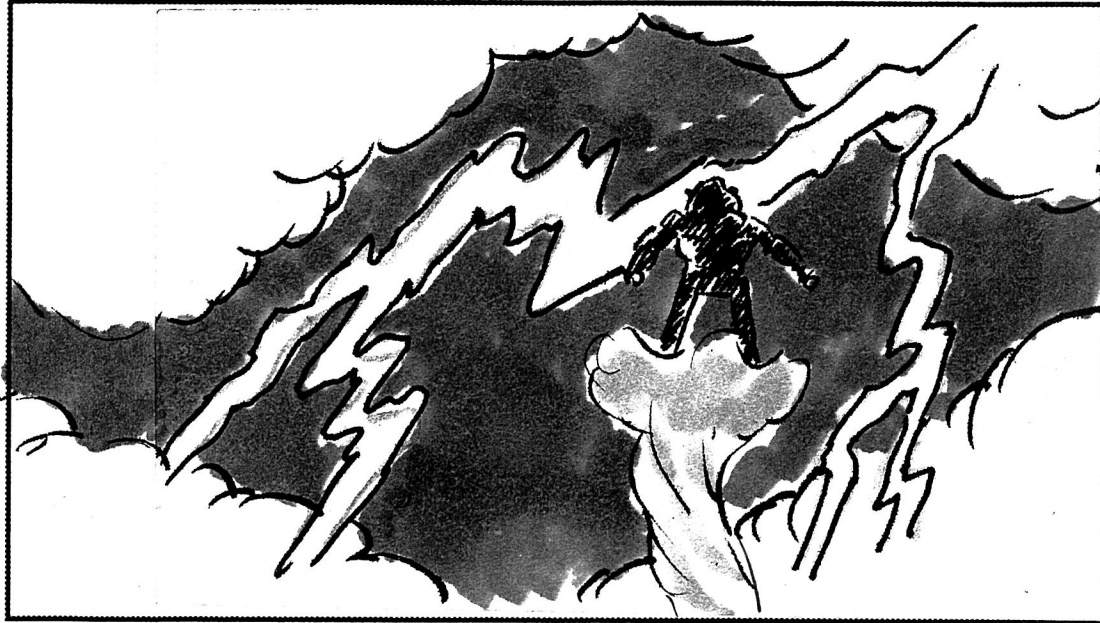
Page 139

Sc. 118

Pnl. E

Bg.

day night



Sc. 118

Pnl. F

Bg.

day night



Dialog:

Sfx / Crack!

Action:

-FINN FLIES ON/S.

Timing:

Fin / YO SUCKA

Production:

EPISODE #

1034-222

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# ADVENTURE TIME



Page 139

Sc. 118

Pnl. 6

Bg.

day night



Sc. 118

Pnl. 4

Bg.

day night



Dialog:

Finn / RATS

F / AAAA !!

Action:

= SWIPE =

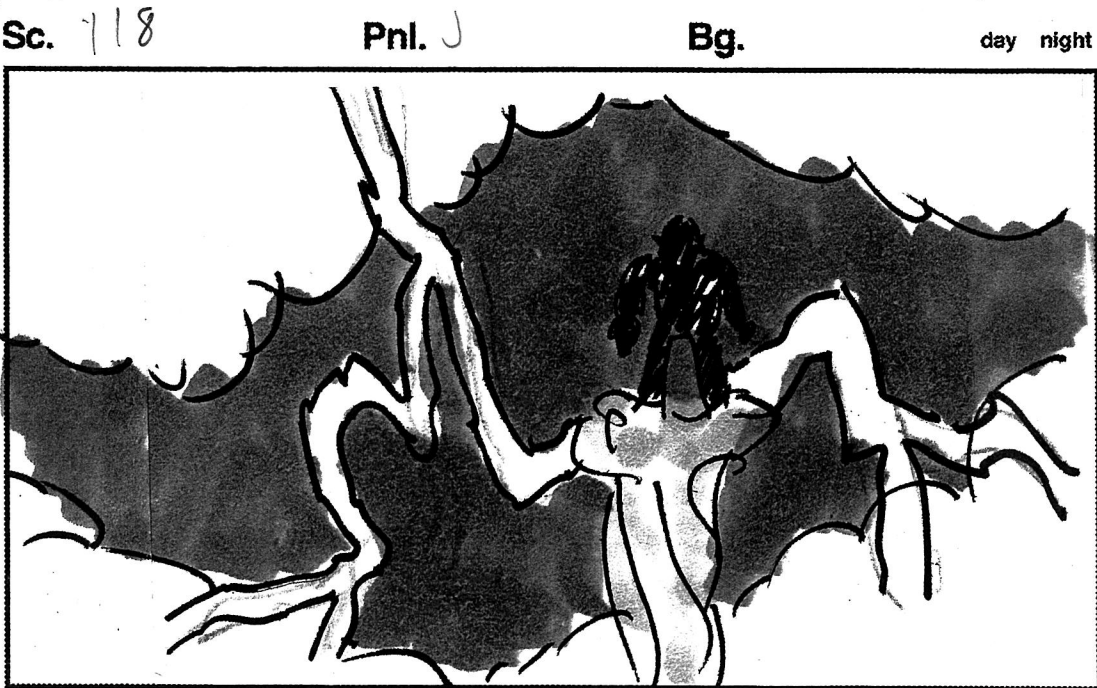
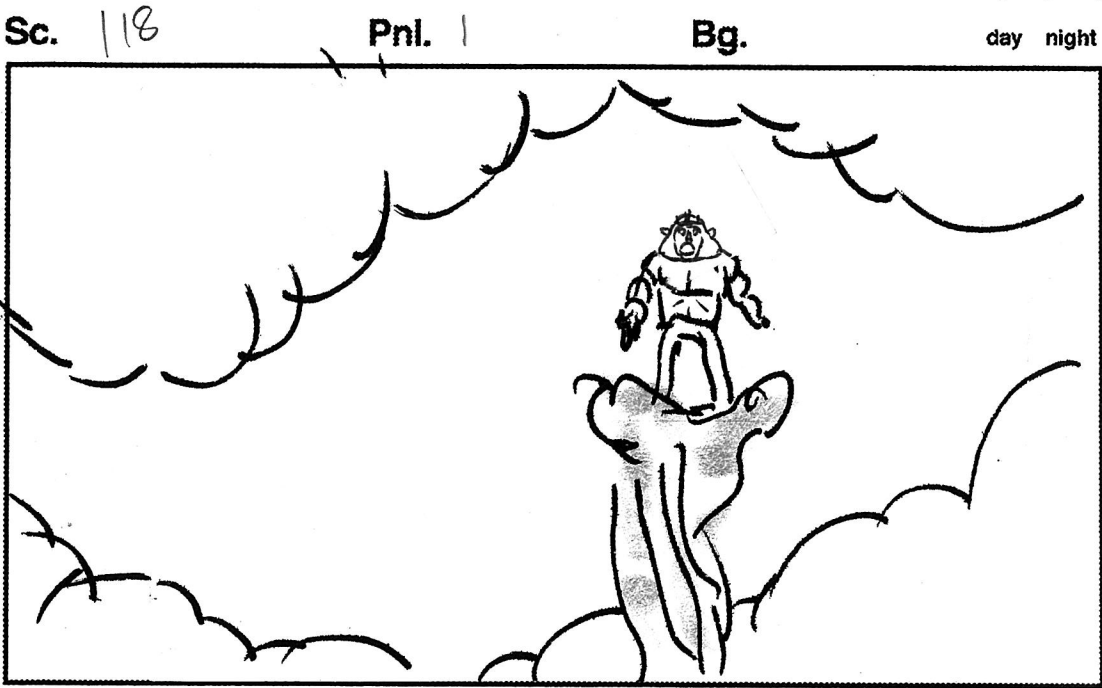
Finn Falls OFF/S

Timing:

EPISODE # 1034-222

Production:

ADVENTURE TIME



Dialog: VK / Queen of Vampires SFX: K-KRAK!

Action:

Timing:

EPISODE # 1034-222

Production:



Sc. 119

Pnl. A

Bg.

day night

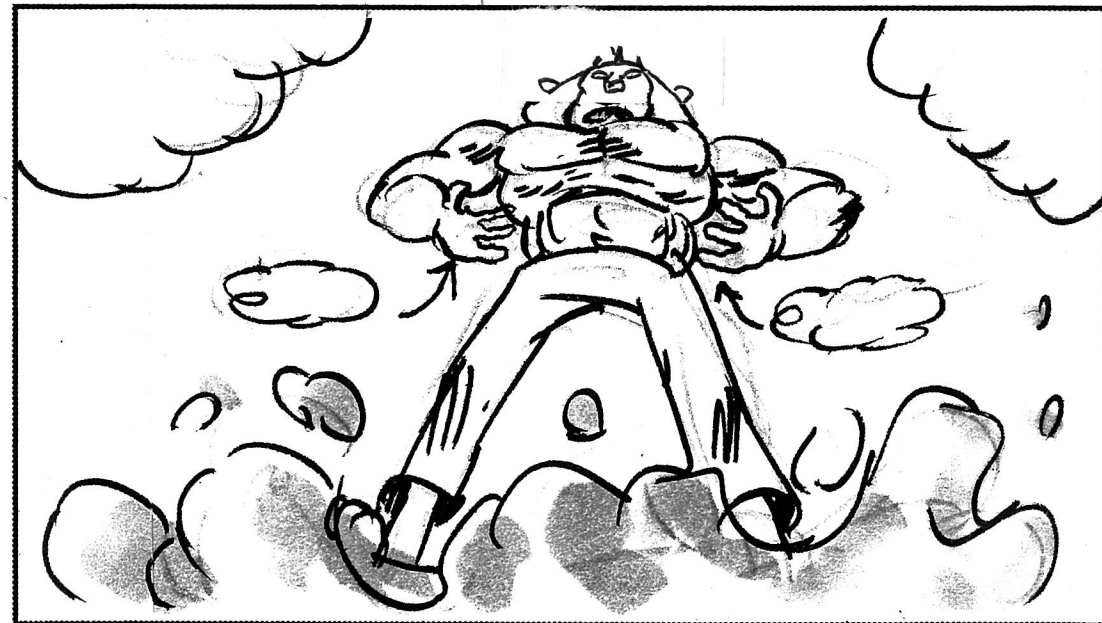


Sc. 120

Pnl. A

Bg.

day night



Dialog:

VK I Kov weigh the  
Scales of fate!

VK I SPILL MY  
GUTS

Action:

Timing:

EPISODE # 1034-222  
Production:



# ADVENTURE TIME



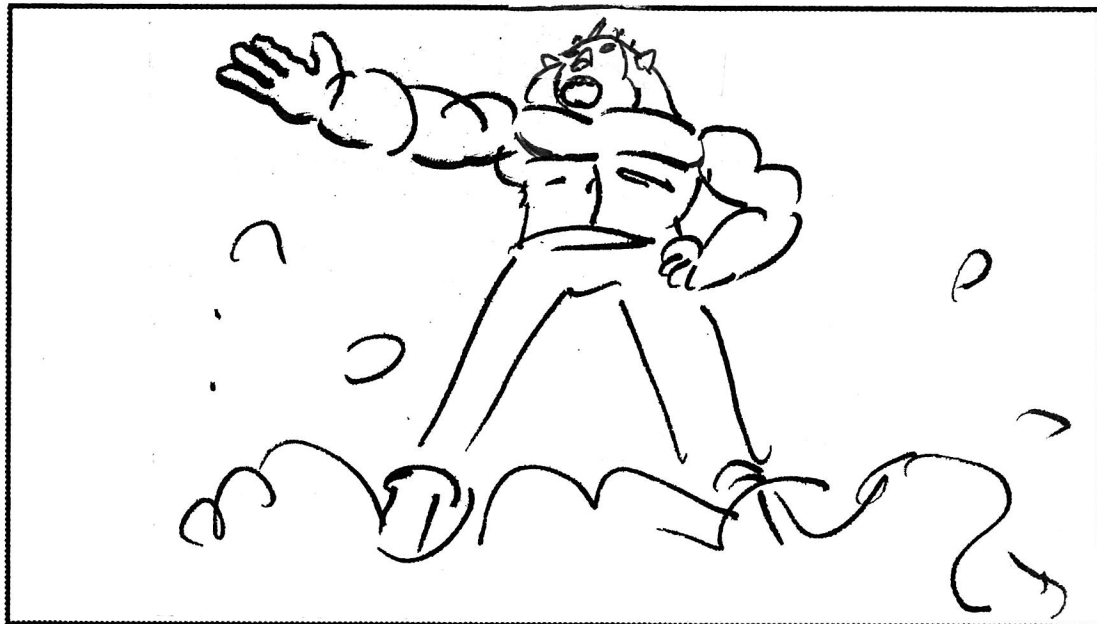
Page 138

Sc. 120

Pnl. 8

Bg.

day night



Sc. 121

Pnl. A

Bg.

day night



Dialog:

VK/ OR FACE THE  
UNKNOWN

VK/ Either way I  
will not bite.

Action:

Timing:

EPISODE #

Production:

1034-222



Sc. 122

Pnl. A

Bg.

day night



Sc. 122

Pnl. B

Bg.

day night



Dialog:

<sup>(0/5)</sup>  
VK/ FOR TURNING YOU  
WOULD SUBJUGATE ME —> to the wheel of fortune ...

Action:

- M. LOOKS  
AT STAKE.

Timing:



# ADVENTURE TIME



Page 140

Sc. 123

Pnl. A

Bg.

day night



Sc. 124

Pnl. A

Bg.

day night



Dialog:

VK ① AND I AM A  
KING ② NOT A  
HAMSTER.

Action:

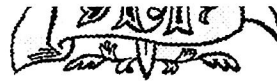
Timing:



EPISODE #

1034-222

Production:



Sc. 124

Pnl. B

Bg.

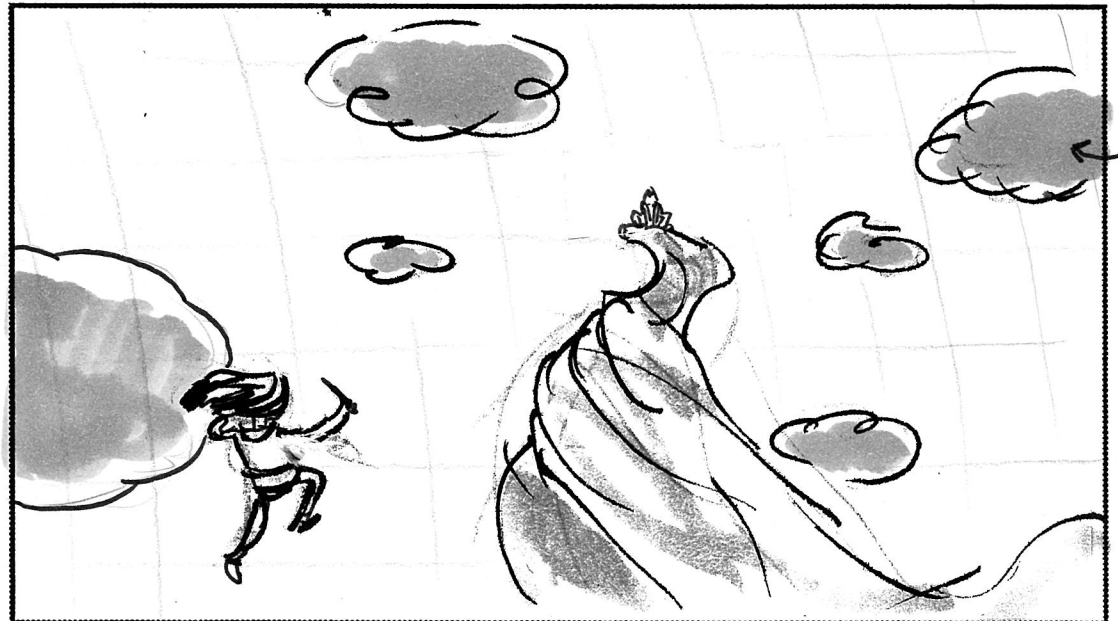
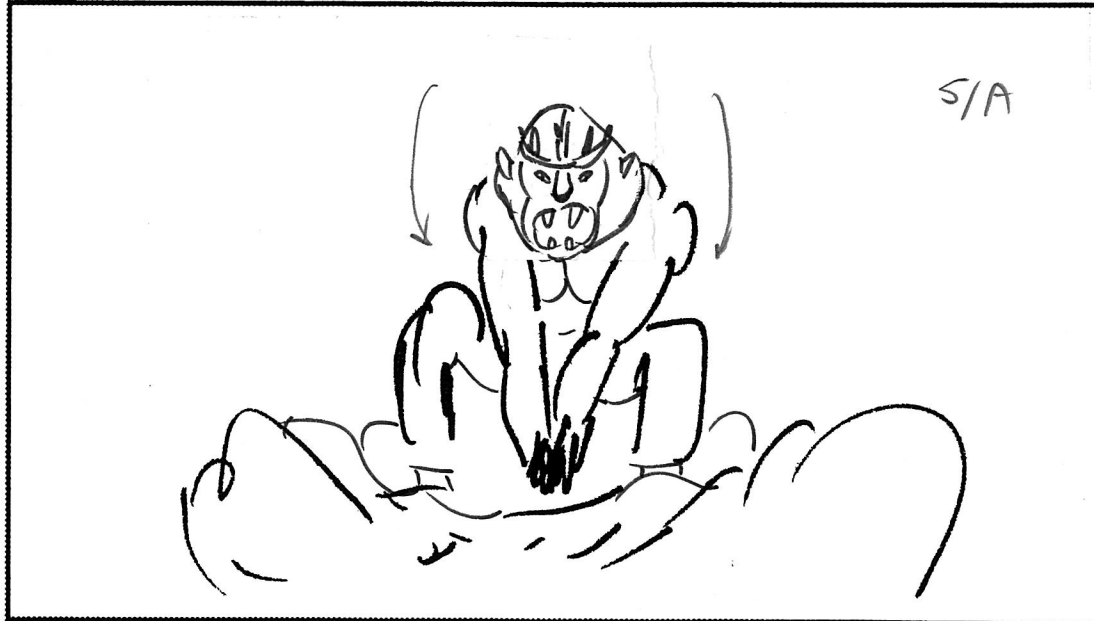
day night

Sc. 125

Pnl. A

Bg.

day night



Bottom  
of clouds

EPISODE #

1034-222

Dialog:

UK! ON A SICK  
FLAMING CHARIOT!

Action:

Timing:

- Pillar of  
water  
explodes



Production:

ADVENTURE TIME

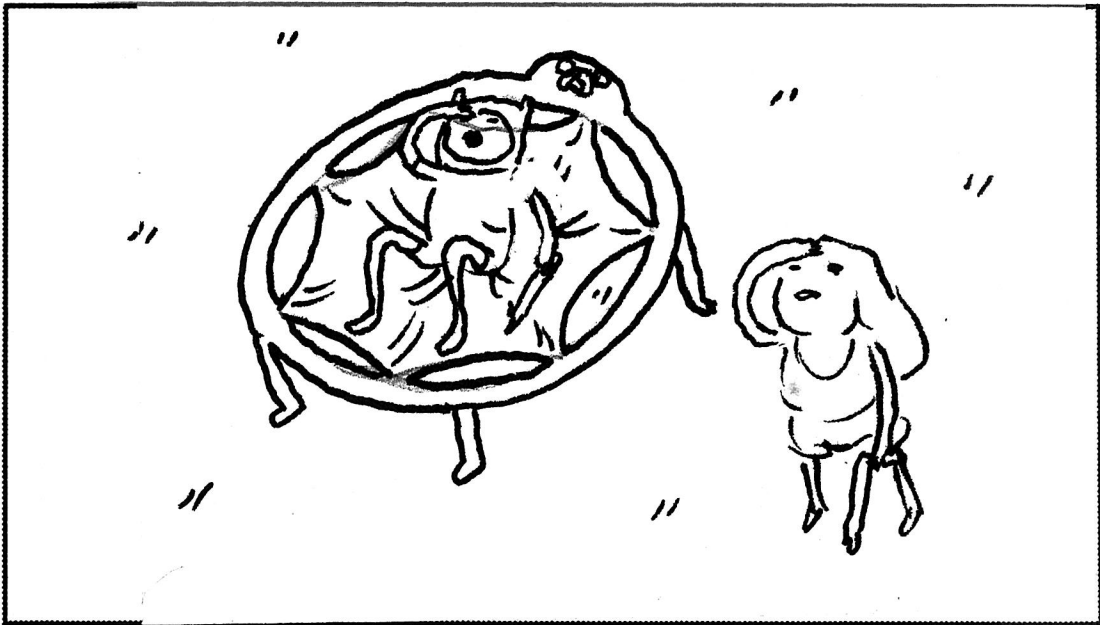


Sc. 125

Pnl. A

Bg.

day night



Sc. 125

Pnl. B

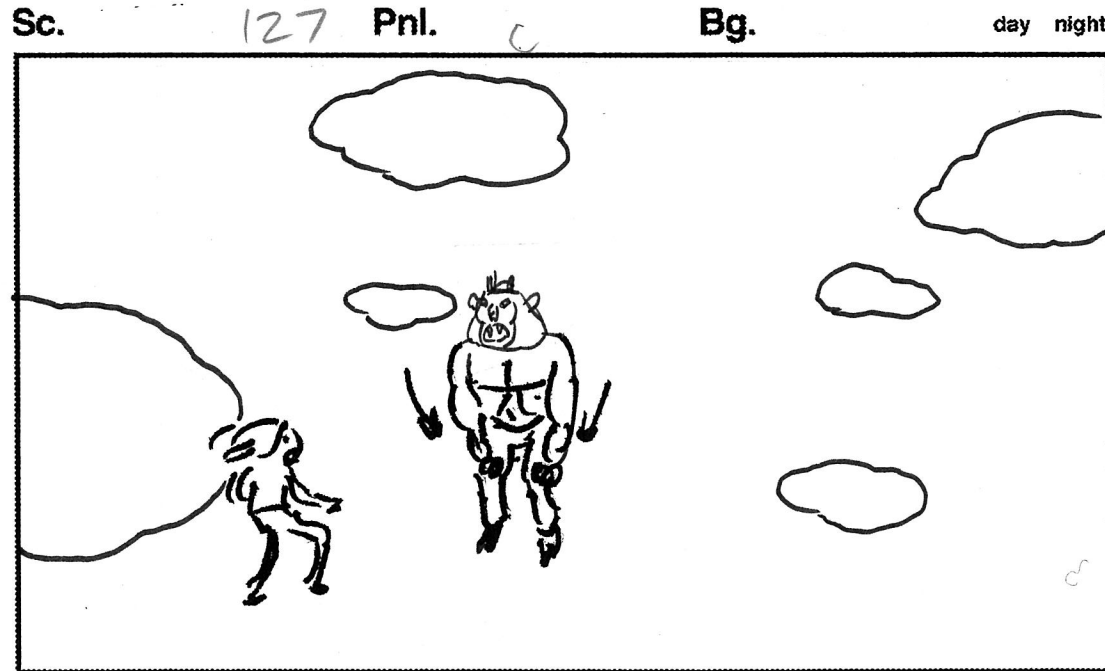
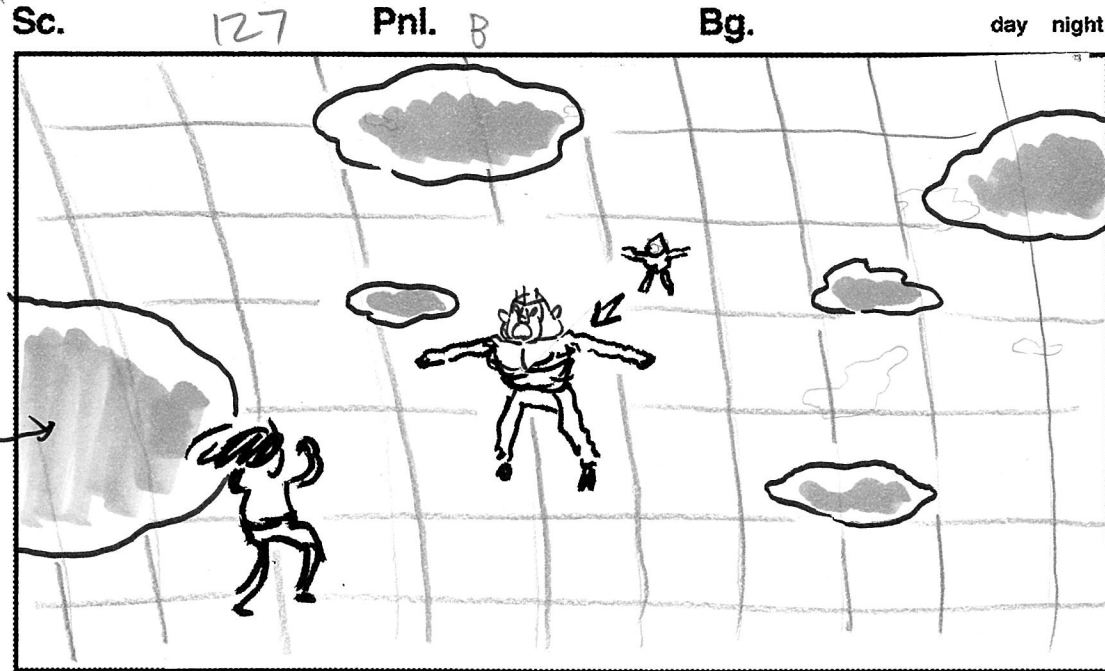
Bg.

day night



|         |                  |                                    |
|---------|------------------|------------------------------------|
| Dialog: | F + J + PB/ Woah | SEX: * SHHH *<br>-rain FALLS ON/S. |
| Action: |                  |                                    |
| Timing: |                  |                                    |

EPISODE # 1034-222  
Production:



Dialog:

VK/ Stake me if you  
are afraid!

VK/ I will not hide!

Action:

- VK descends from highup

- VK grabs pants

Timing:

ADVENTURE TIME

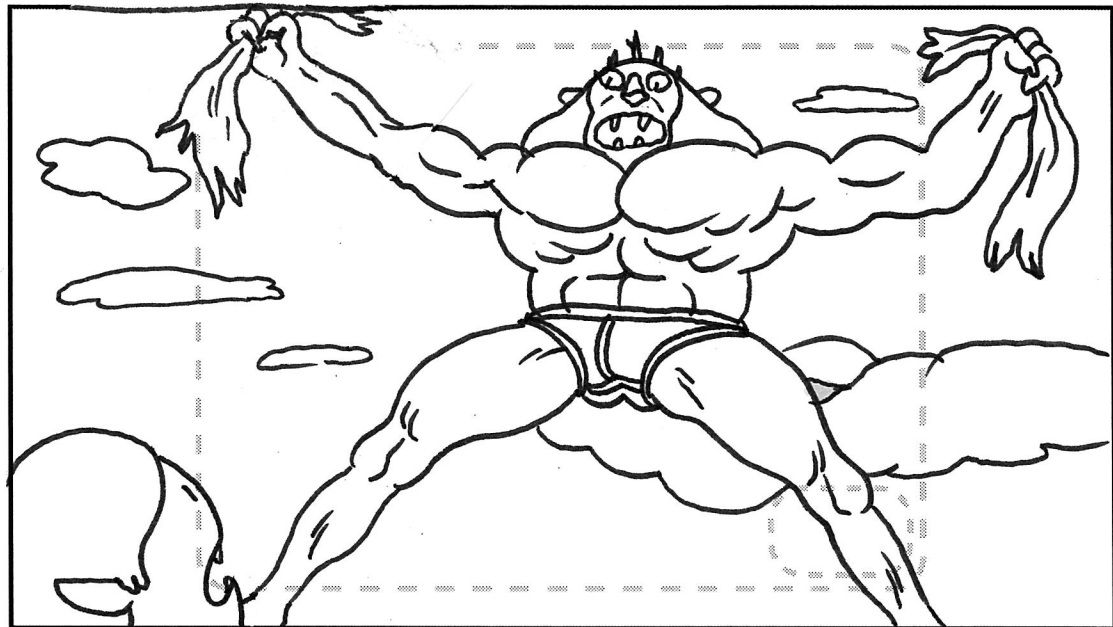


NO SC. 128

Sc. 127 Pnl. D Bg. day night



Sc. 129 Pnl. A Bg. day night



|         |                                    |                     |
|---------|------------------------------------|---------------------|
| Dialog: | <u>sfx/</u> KRAKAK!                | <u>VK/</u> DO IT -- |
| Action: | rips of pants<br>lightning strikes |                     |
| Timing: |                                    |                     |

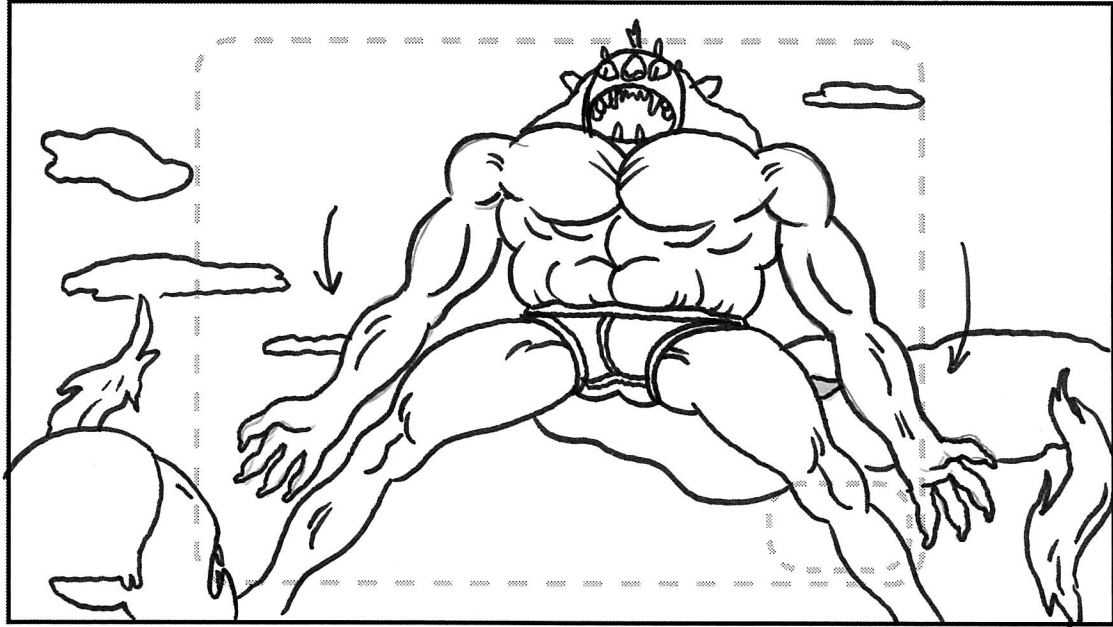
EPISODE # 1034-222  
Production:



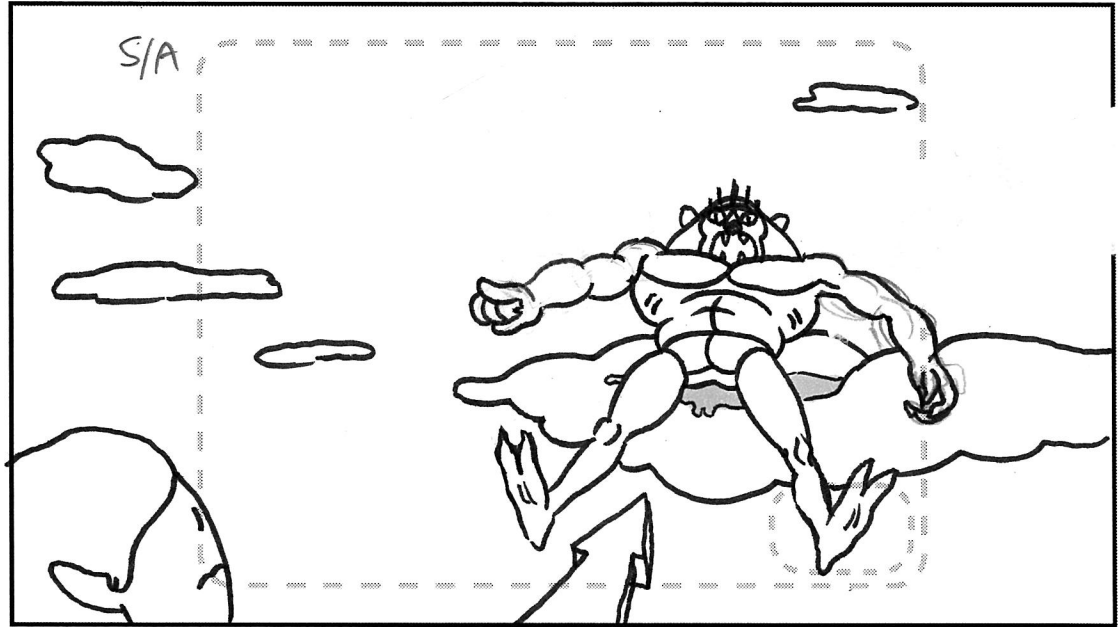
ADVENTURE TIME



Sc. 129 Pnl. B Bg. day night



Sc. 129 Pnl. C Bg. day night



|         |                                   |                       |
|---------|-----------------------------------|-----------------------|
| Dialog: | VK/(conf) - CHICKEN!              | VK/ YOU MAKE ME SICK! |
| Action: | throws away <sup>torn</sup> pants | - VK FLIES BACK.      |
| Timing: |                                   |                       |

ADVENTURE TIME

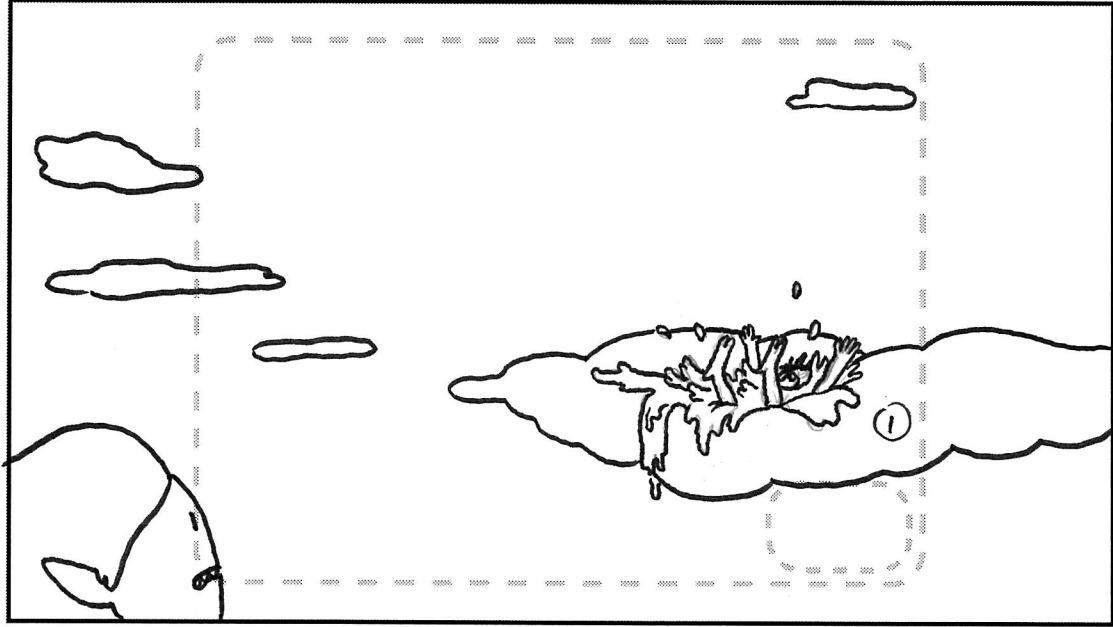


Sc. 129

Pnl. A

Bg.

day night



Sc. 130

Pnl. A

Bg.

day night



Dialog: vk/AAAA !!

Action: splashing around

Timing:



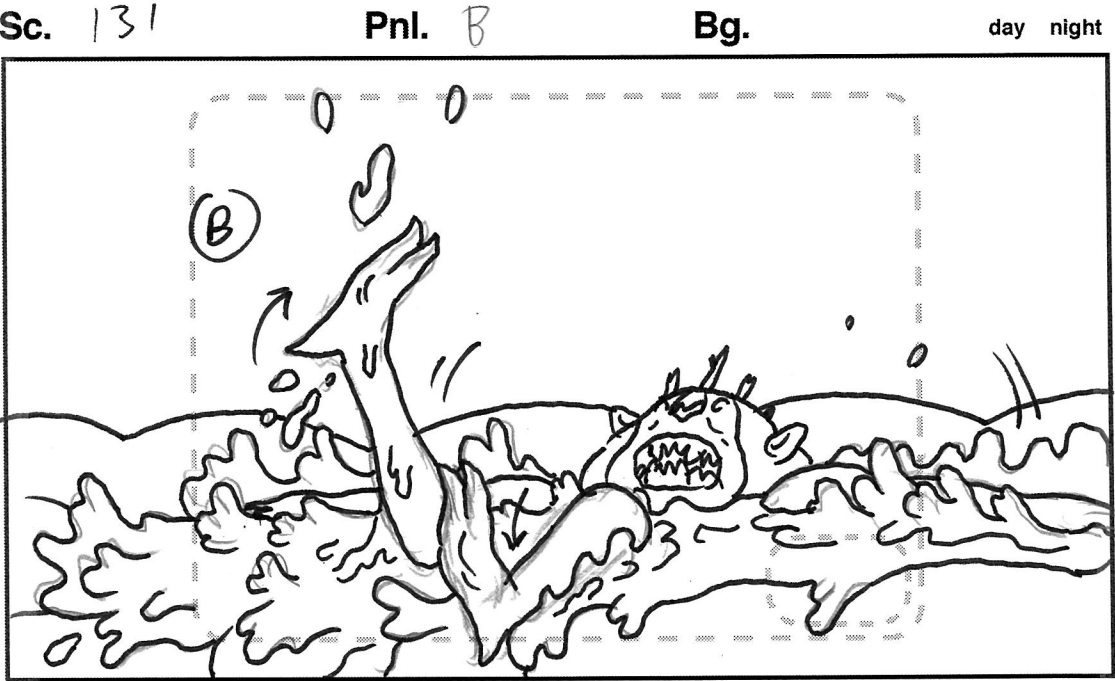
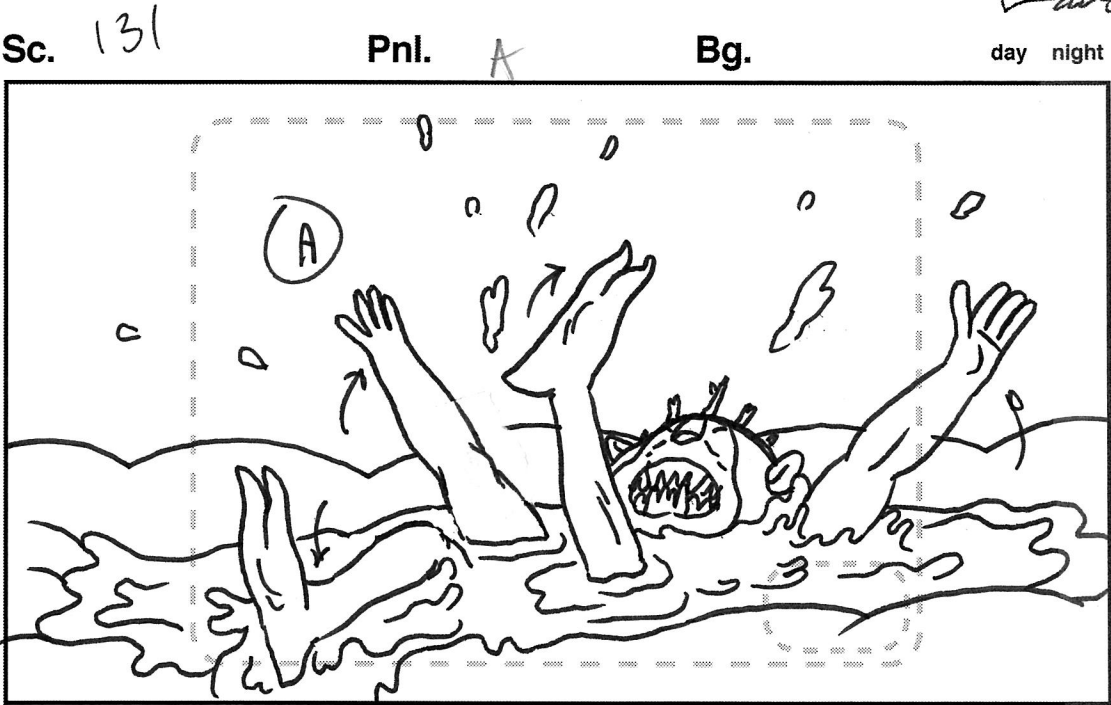
Marceline POK (2) DAG! We'll take -



EPISODE # 1034-222

Production:

ADVENTURE TIME



Dialog: M (cont) / - take your stupid thing out !

Action: ↻ cycle ↻

Timing:

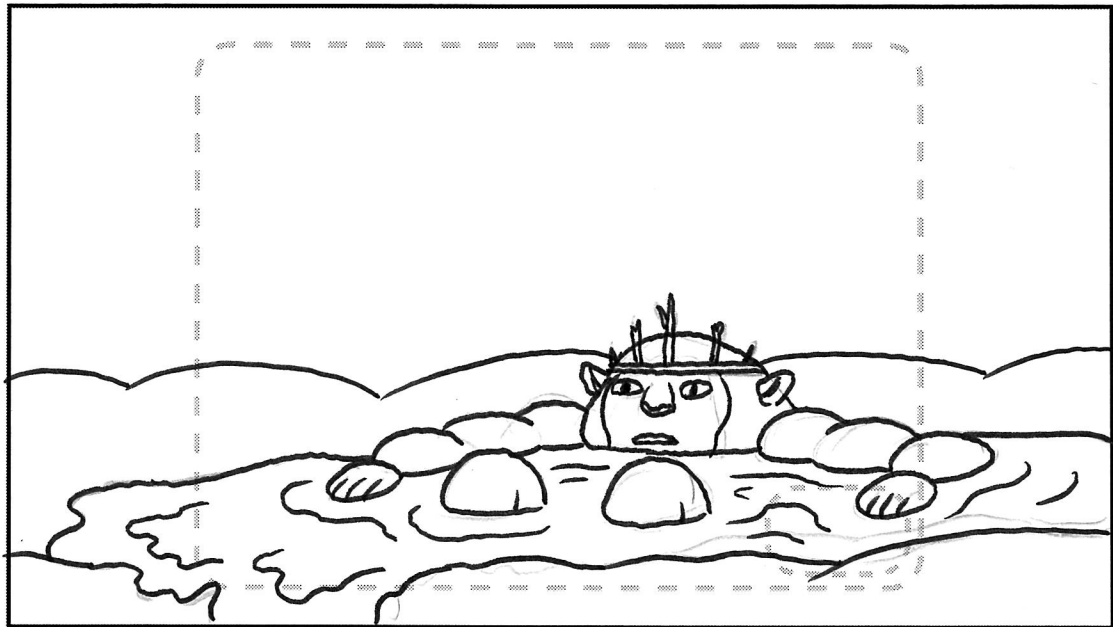
EPISODE # 1034-222

Production:

ADVENTURE TIME



Sc. 131 Pnl. C Bg. day night



Sc. 132 Pnl. A Bg. day night



Dialog: VK/ my what? M/ ①Your DANG ②vamp juice ③come on.

Action:

Timing:



EPISODE # 1034-222

Production:

ADVENTURE TIME



Sc. 133 Pnl. A Bg. day night

Sc. 133 Pnl. B Bg. day night

|         |        |                   |
|---------|--------|-------------------|
| Dialog: | (beat) | <u>VK</u> / cool. |
| Action: |        |                   |
| Timing: |        |                   |

EPISODE # 1034-222

Production:

ADVENTURE TIME

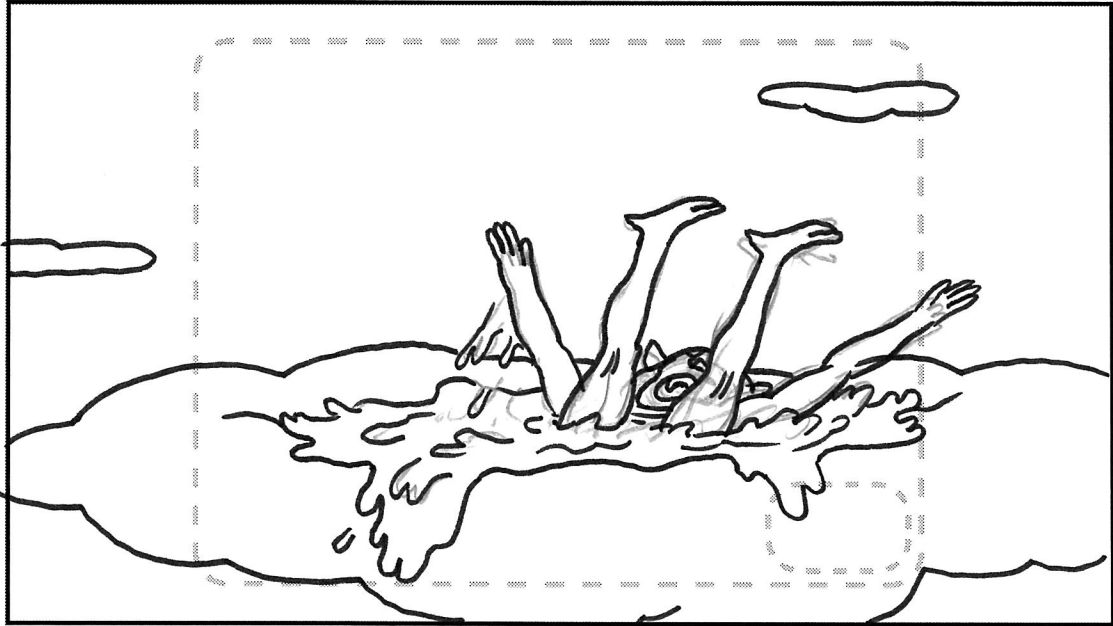


Sc. 133

Pnl. C

Bg.

day night

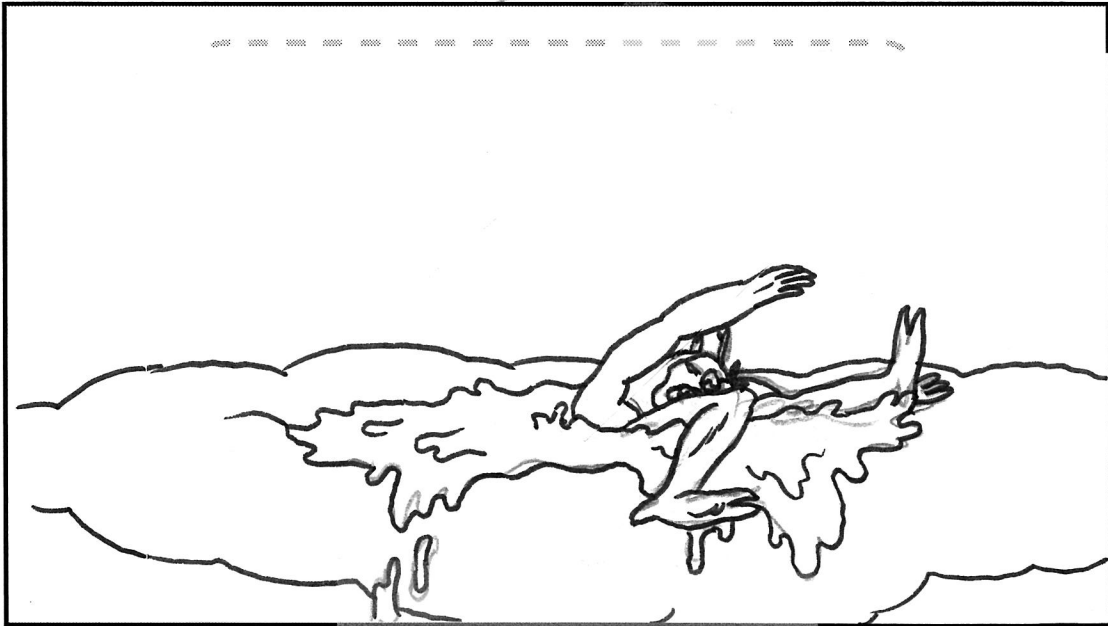


Sc. 133

Pnl. D

Bg.

day night



Dialog:

VK/ UHN!

sfx: 'slosh'

VK/ HUP!

Action:

- VK STRUGGLES TO GET OUT OF POOL.

Timing:

1034-222

EPISODE #

Production:

ADVENTURE TIME

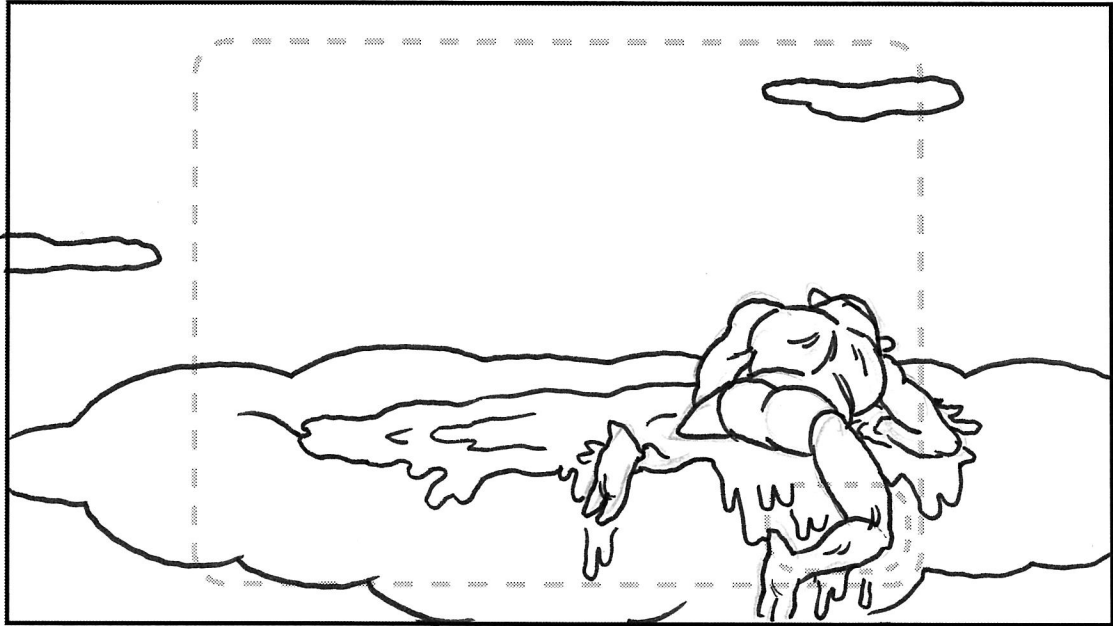


Sc. 133

Pnl. E

Bg.

day night

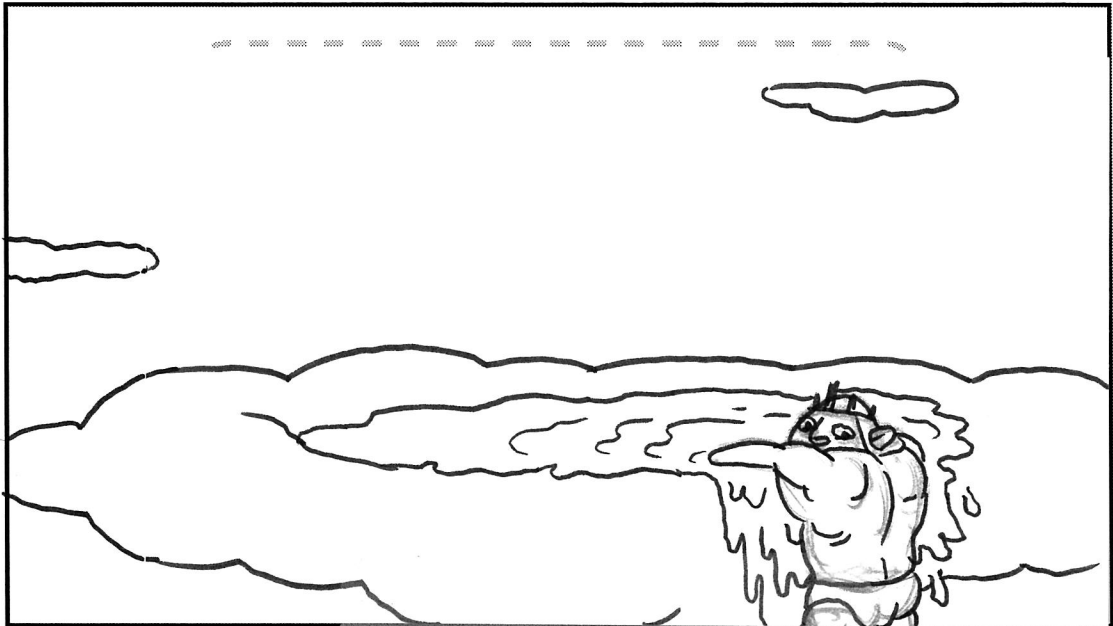


Sc. 133

Pnl. F

Bg.

day night



|         |               |              |
|---------|---------------|--------------|
| Dialog: | VK/ = grvnt : | VK/ : 00FF : |
| Action: |               |              |
| Timing: |               |              |



ADVENTURE TIME

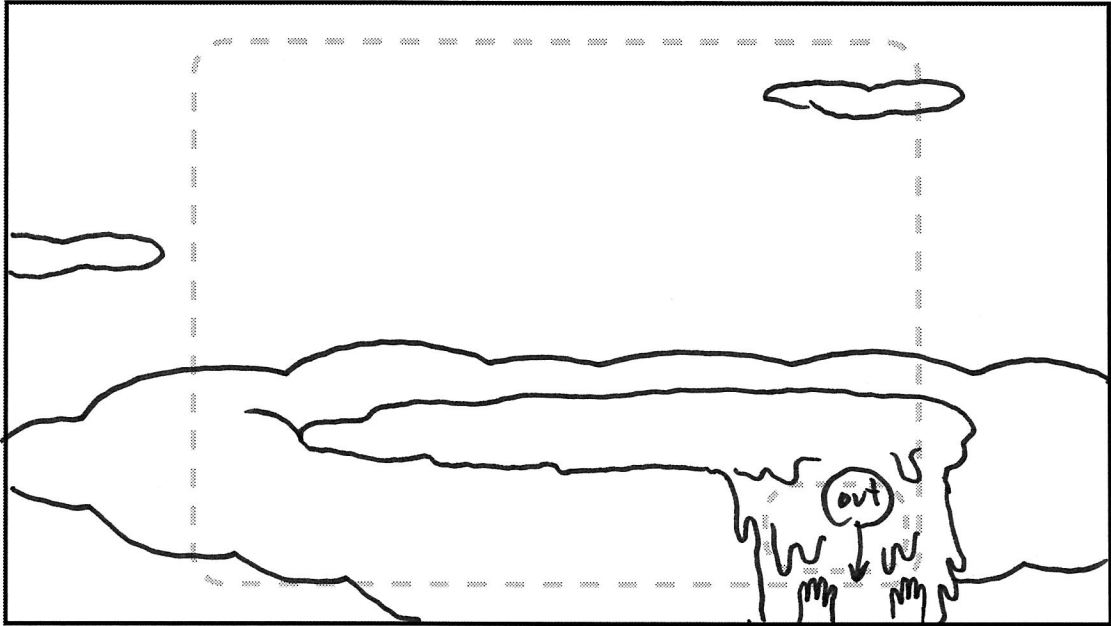


Sc. 133

Pnl. G

Bg.

day night



Sc. 134

Pnl. A

Bg.

day night



|         |                  |
|---------|------------------|
| Dialog: | <u>m/</u> =sigh= |
| Action: |                  |
| Timing: |                  |

- VK FALLS OFF/S.

EPISODE # 1034-222

Production:

ADVENTURE TIME

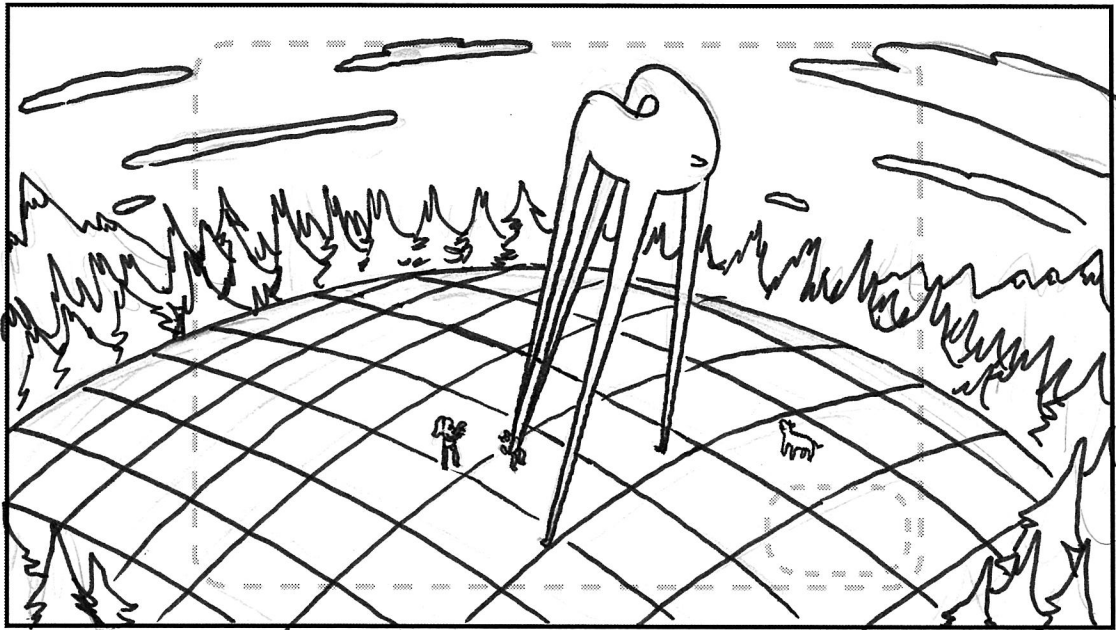


Sc. 135

Pnl. A

Bg.

day night

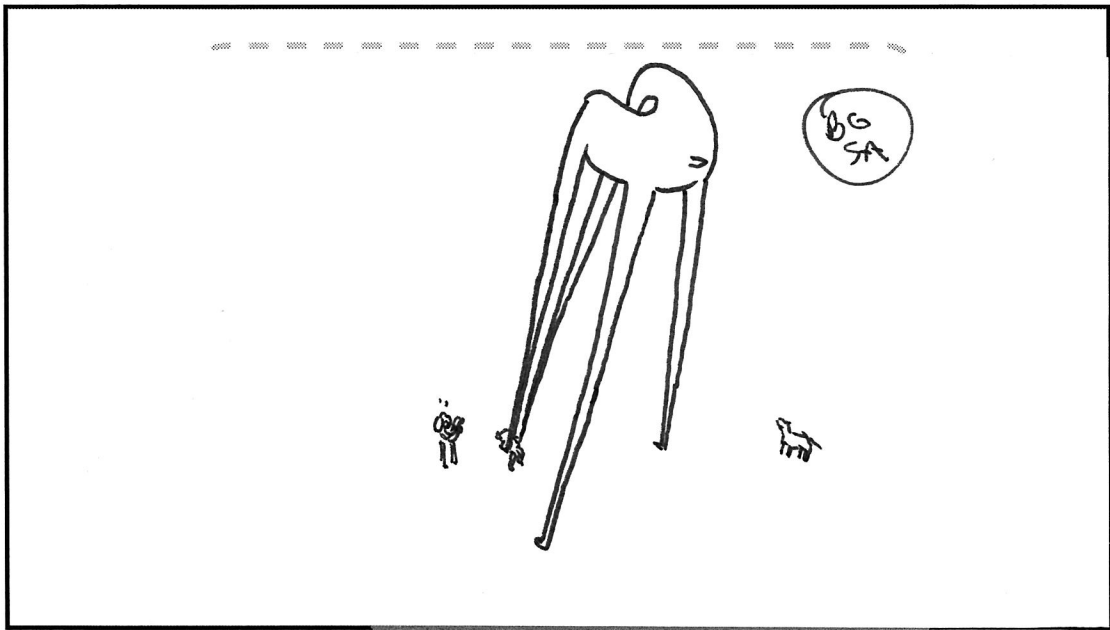


Sc. 135

Pnl. B

Bg.

day night



Dialog: Finn! ROUND TWO MOMMY -  
Let'er rip!

PB! wait!  
F! (2) huh what?

Action:  
- J. IS FORMED INTO A GIANT SLING SHOT.

Timing:

1034-222

EPISODE #

Production:

ADVENTURE TIME



Sc. 135

Pnl. C

Bg.

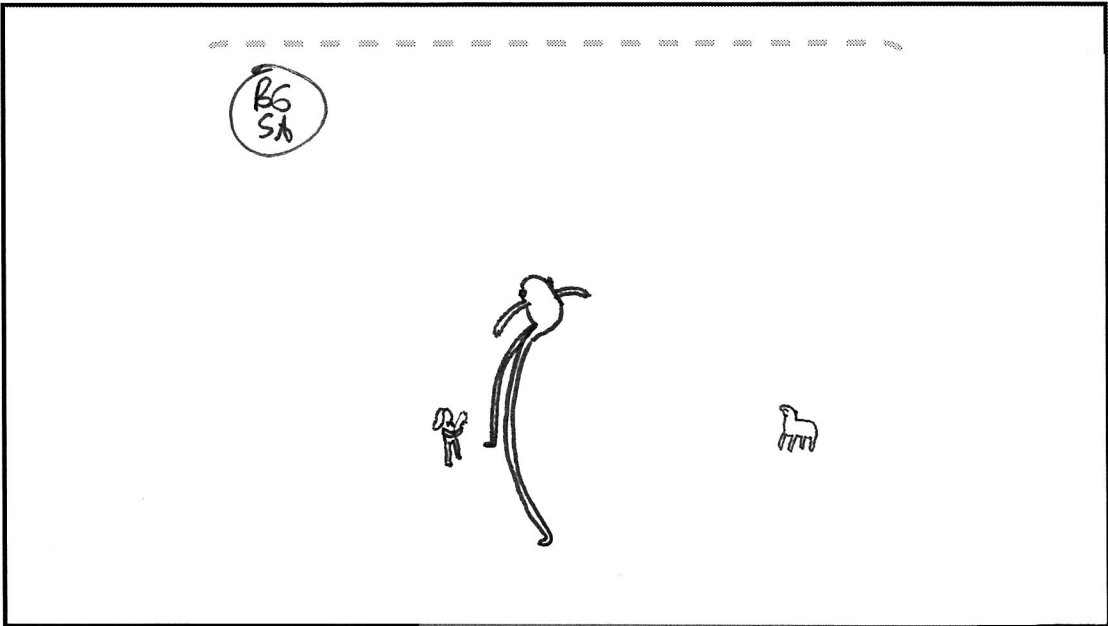
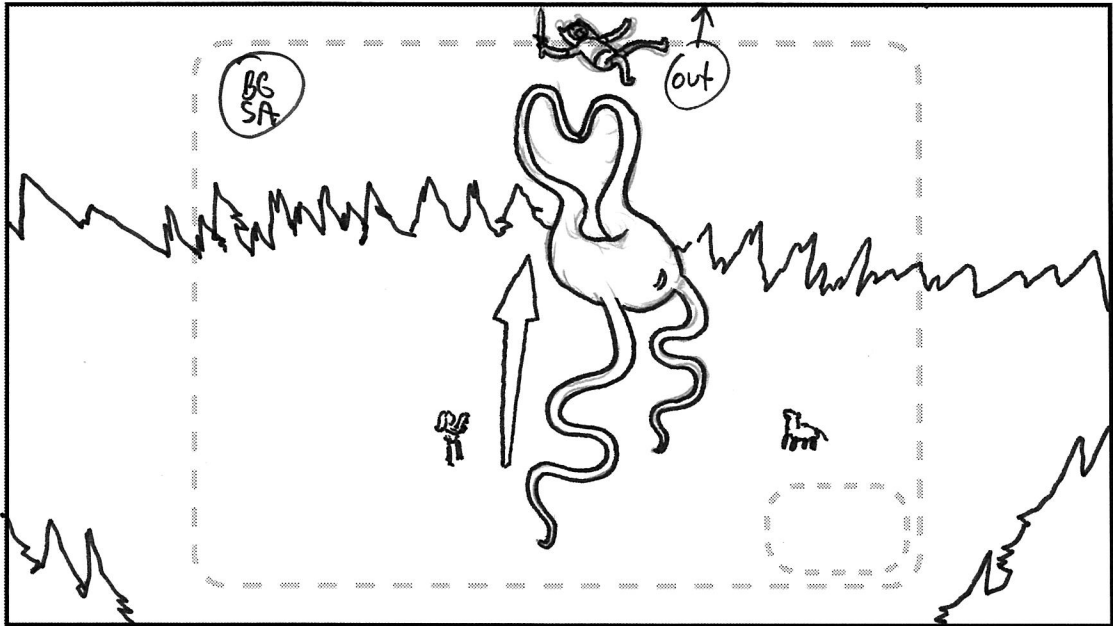
day night

Sc. 135

Pnl. D

Bg.

day night

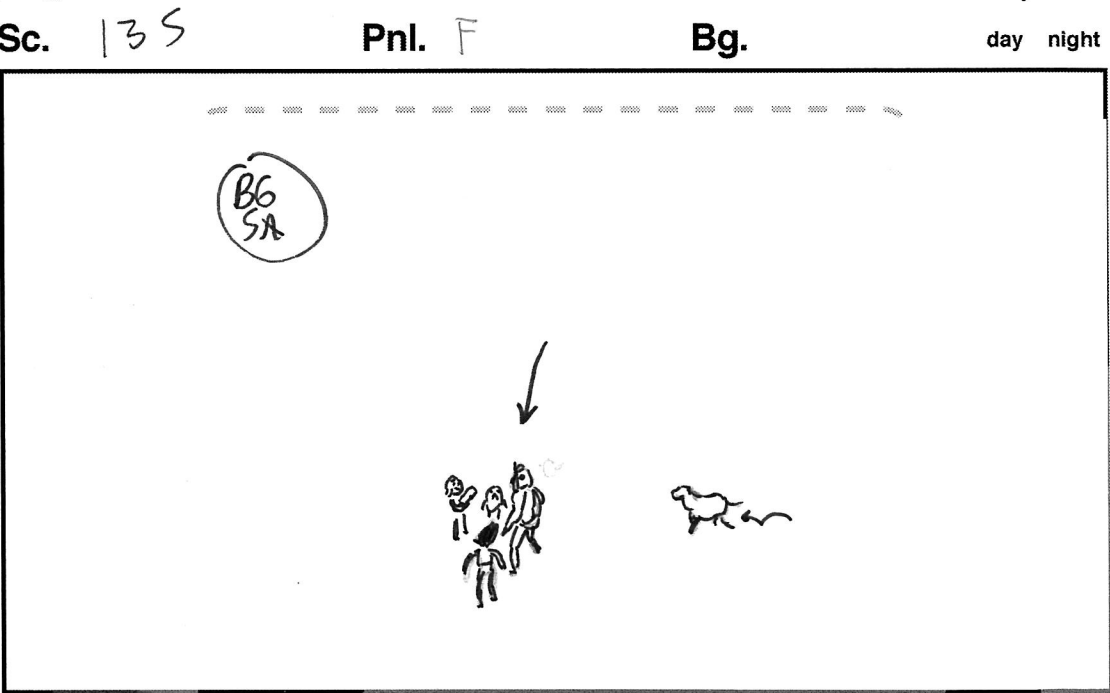
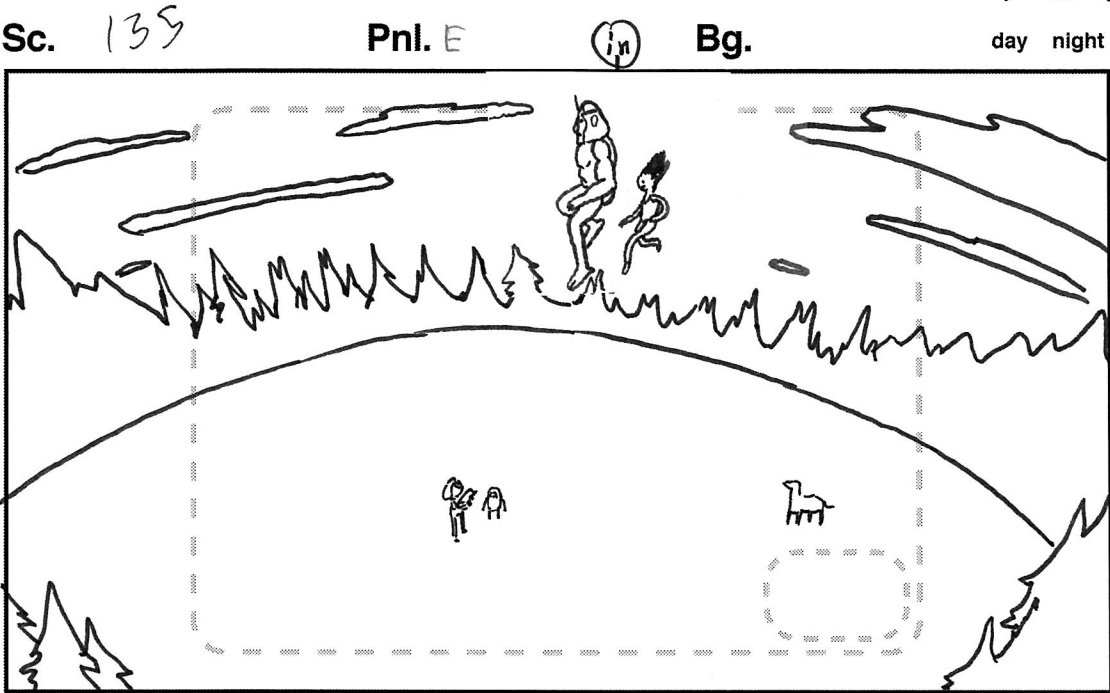


|         |   |                             |
|---------|---|-----------------------------|
| Dialog: | <p><u>Finn</u> / AAAH!!</p> <p>SFX: * BOING *</p> | <p><u>Jake</u>! Whoops.</p> |
| Action: | <p>- J. FIRES FINN OFF/S,</p>                     |                             |
| Timing: |   |                             |

EPISODE # 1034-222

Production:

ADVENTURE TIME



|         |  |
|---------|--|
| Dialog: | m / we're gonna do it HIS way.           |
| Action: | - VK + M FLOAT DOWN ON/S. - VK + M LAND. |
| Timing: |  |

# ADVENTURE TIME



Page 156

Sc. 136

Pnl. A

Bg.

day night

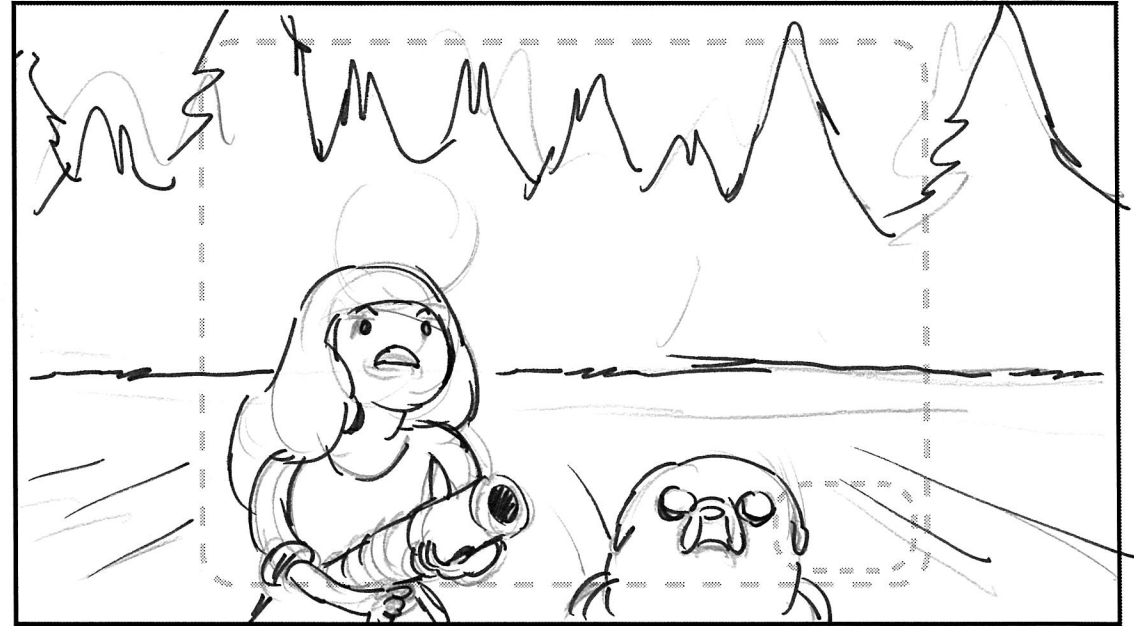


Sc. 137

Pnl. A

Bg.

day night



VK/ NO funny business.



PB/ ① "NO funny business" @ US or you?



1034-222

EPISODE #

Production:

# ADVENTURE TIME



Page 157

Sc. 138

Pnl. A

Bg.

day night



Sc. 139

Pnl. A

Bg.

day night



M/ ①② him ①

②

Action:

Timing:

J/ what happened to  
your pants?

Production:

EPISODE #

1034-222

ADVENTURE TIME



Sc. 140

Pnl. A

Bg.

day night

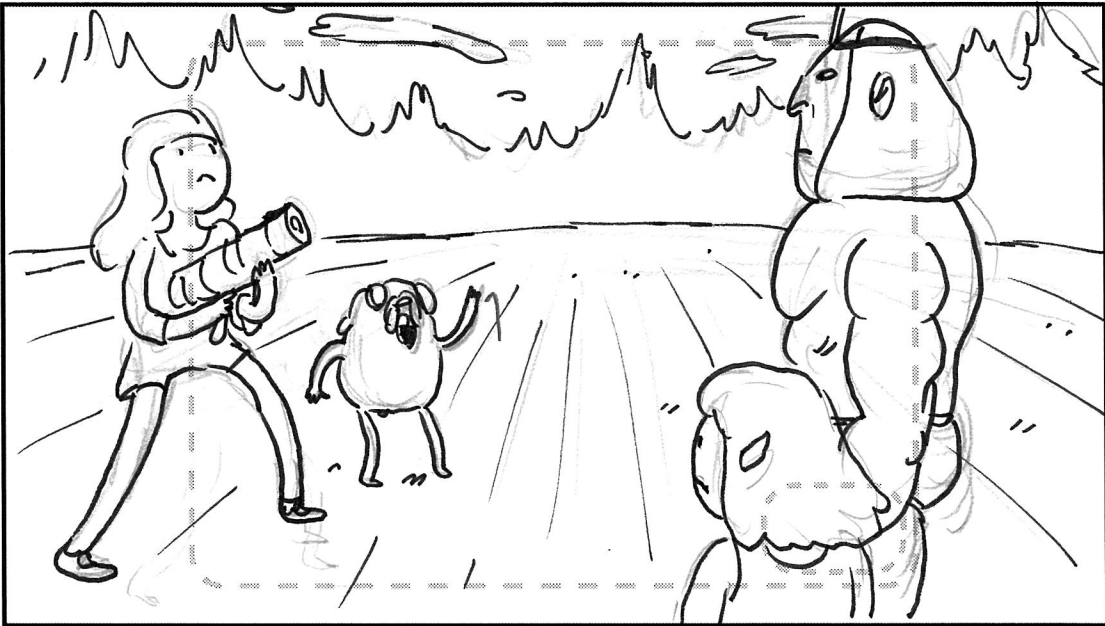


Sc. 141

Pnl. A

Bg.

day night



Dialog:

VK/ They uh...

Take/ Hold that thought!

Action:

Timing:

EPISODE # 1034-222

Production:



ADVENTURE TIME

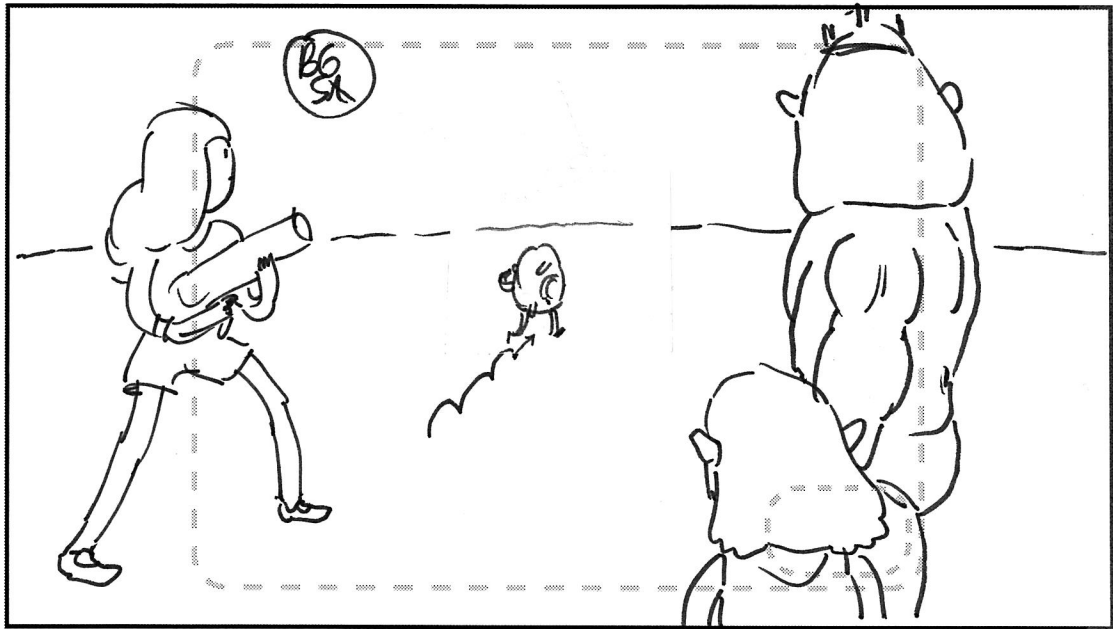


Sc. 141

Pnl. 8

Bg.

day night

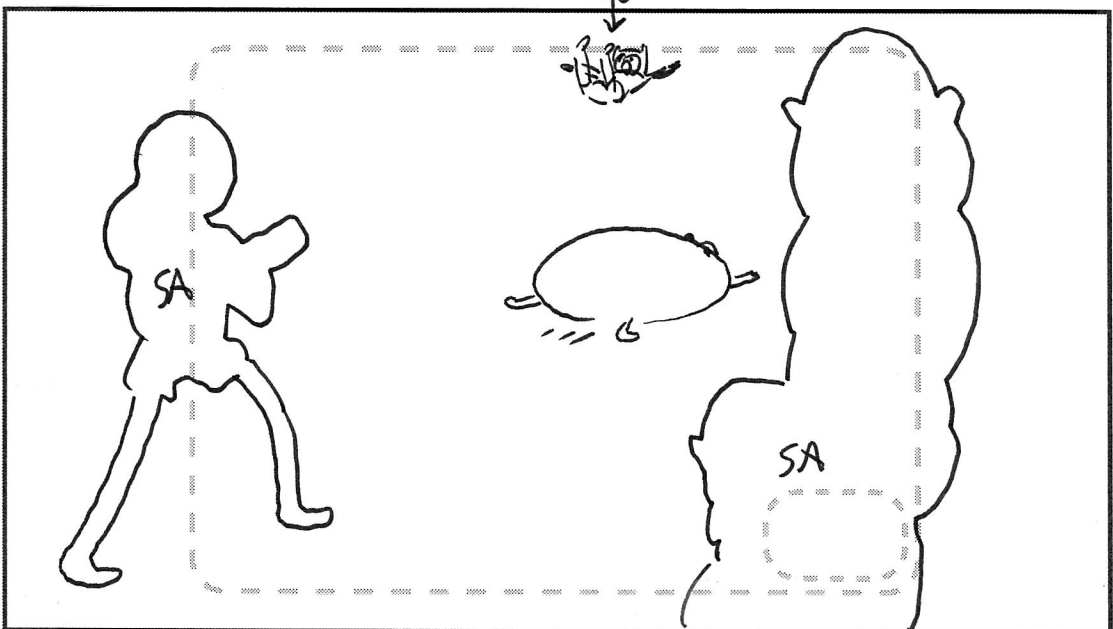


Sc. 141

Pnl. C

Bg.

day night



|                      |                           |
|----------------------|---------------------------|
| Dialog:              |                           |
| Finn/①AAA A ② OOMPH! |                           |
| Action:              | -J. RUNS INTO BACKGROUND. |
| Action:              | -J. CATCHES F. WITH BODY. |
| Timing:              |                           |



EPISODE # 1034-222  
Production:

ADVENTURE TIME



Sc. 141

Pnl. D

Bg.

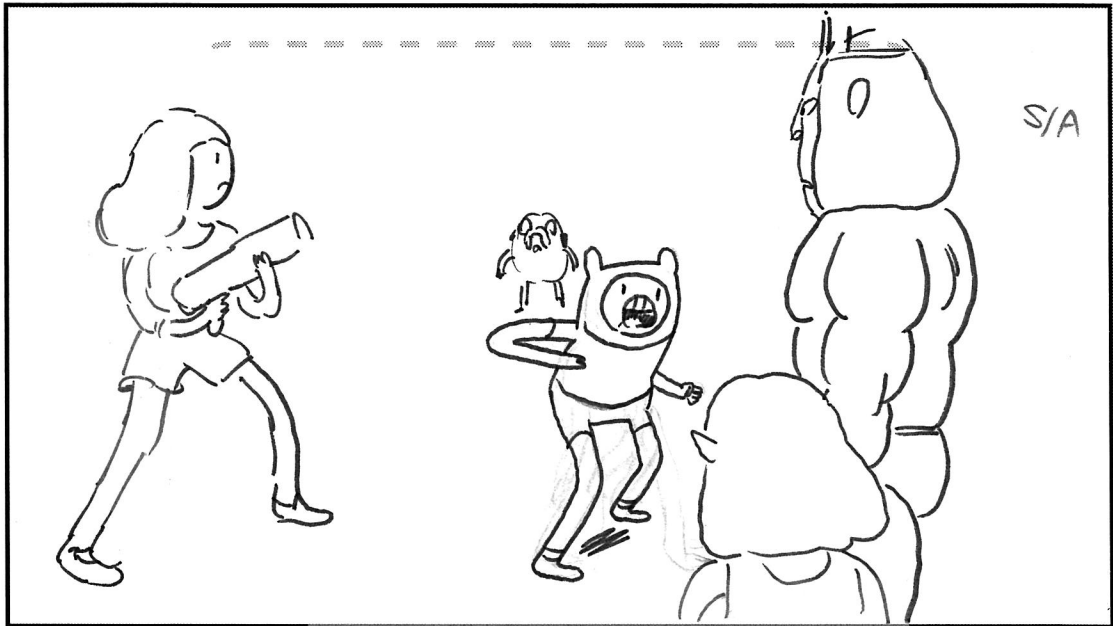
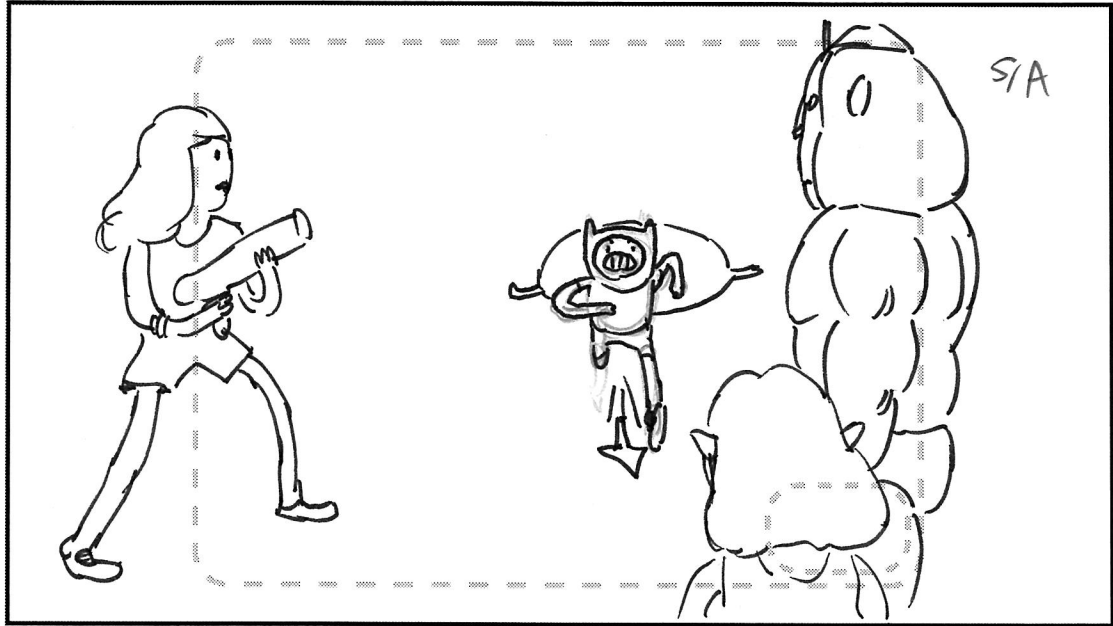
day night

Sc. 141

Pnl. E

Bg.

day night



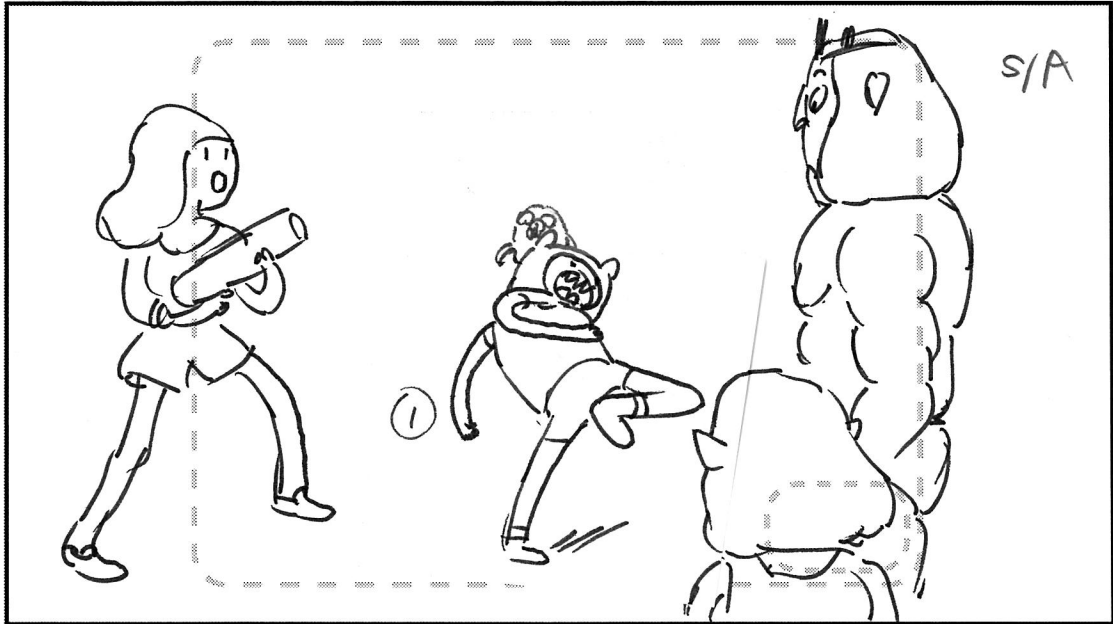
|         |                             |                           |
|---------|-----------------------------|---------------------------|
| Dialog: | <u>Finn</u> / ð huff huff ð | <u>Finn</u> / Finish him! |
| Action: | -FINN RUNS INTO FOREGROUND. |                           |
| Timing: |                             |                           |

EPISODE # 1034-222  
Production:

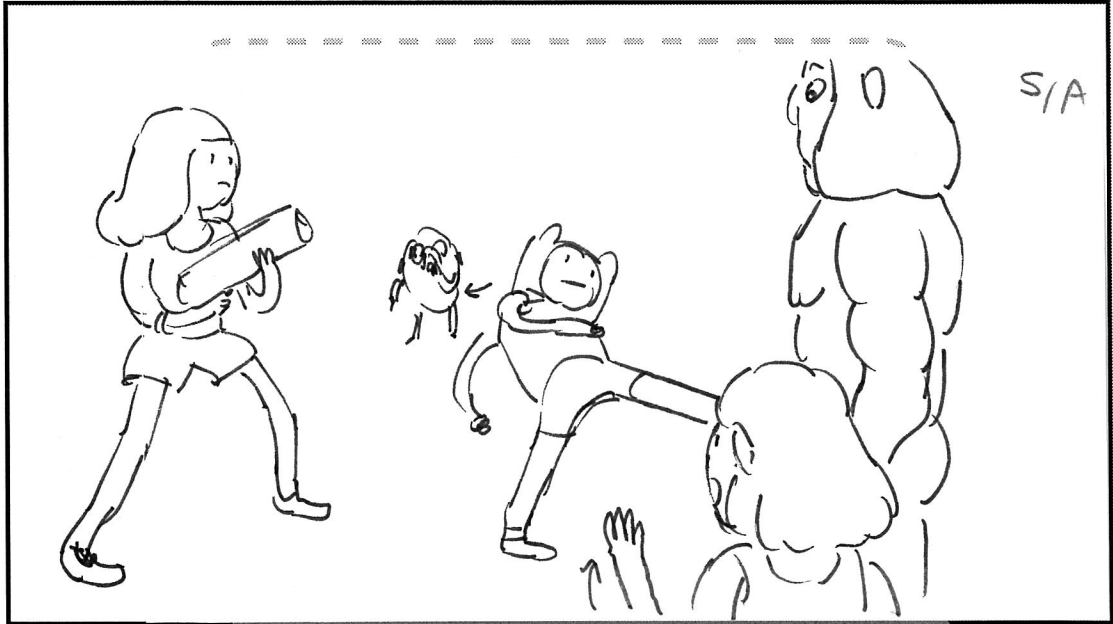
ADVENTURE TIME



Sc. 141 Pnl. F Bg. day night



Sc. 141 Pnl. 6 Bg. day night



|         |                               |
|---------|-------------------------------|
| Dialog: | Finn/ BAM BAM BAM<br>BAM BAM! |
| Action: | cycle<br>①→②→①→②<br>①→②→①→②   |
| Timing: | ①→②                           |

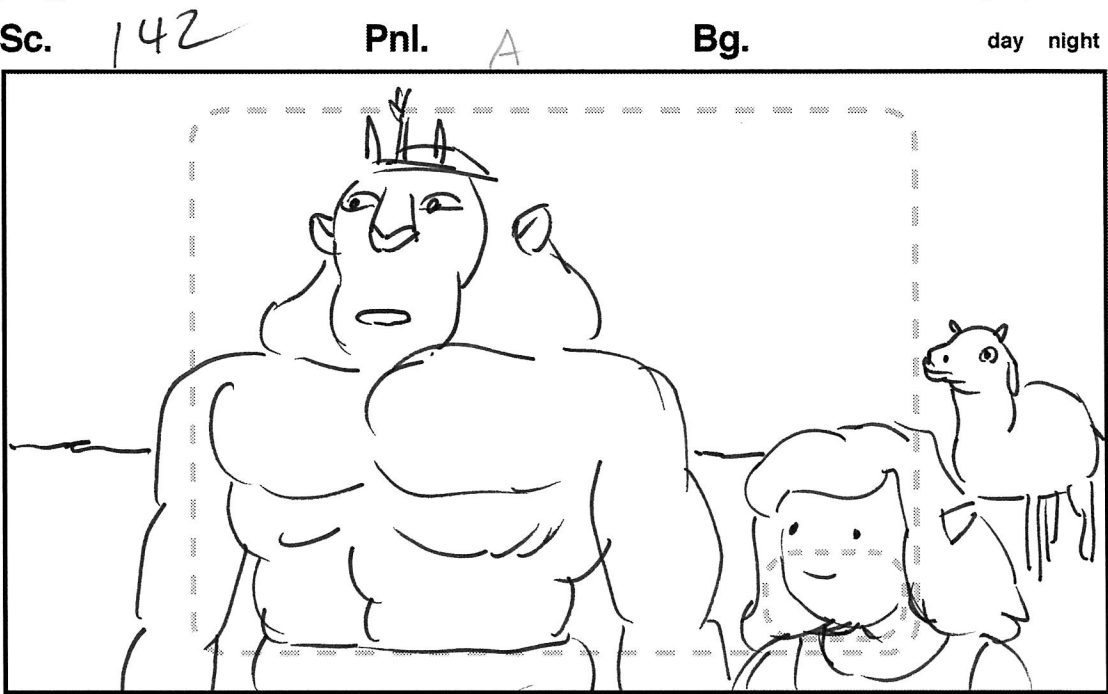
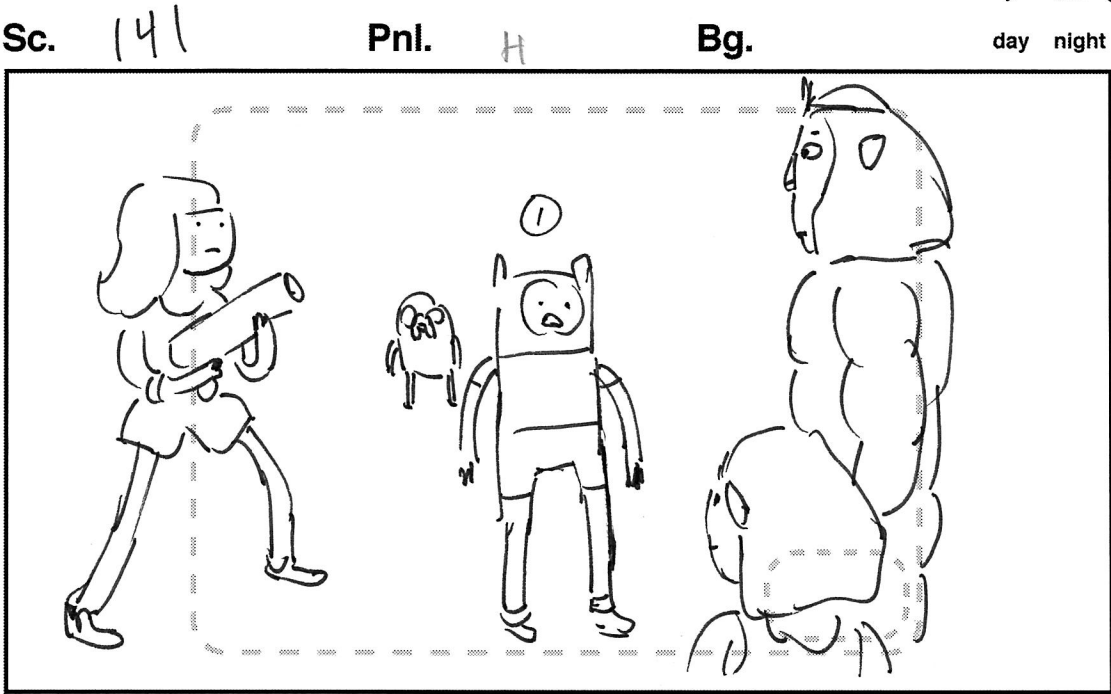
Marceline/ Finn, you can stop.

1034-222

EPISODE #

Production:

ADVENTURE TIME



|         |   |
|---------|---|
| Dialog: | Finn ① Oh ok now we're stopping.<br>② Sorry dude. |
| Action: |   |
| Timing: |   |

1034-222

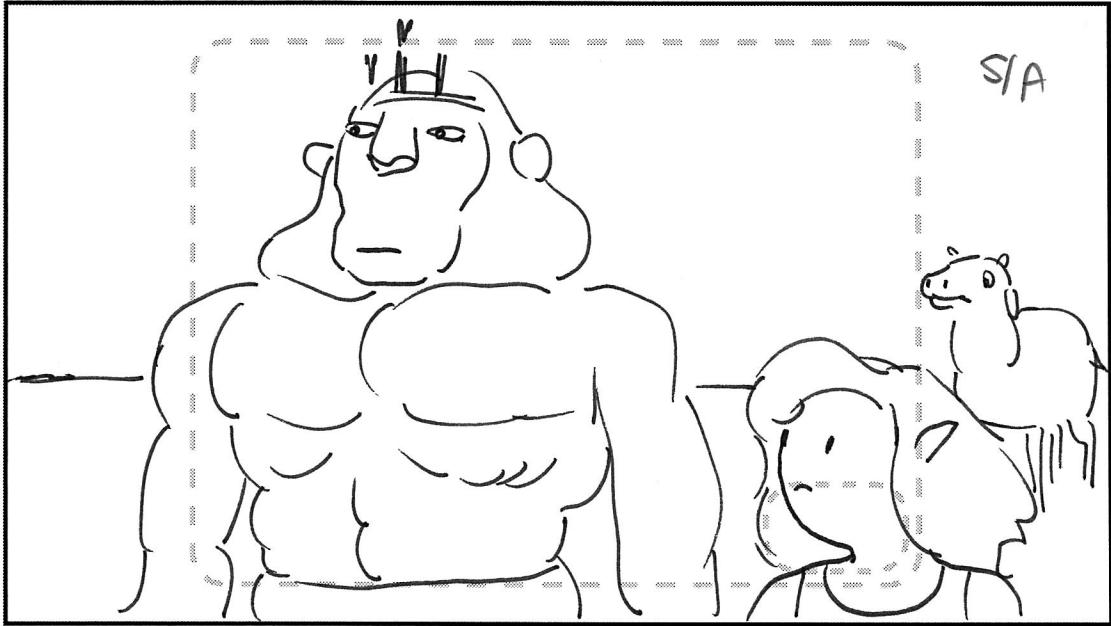
EPISODE #

Production:

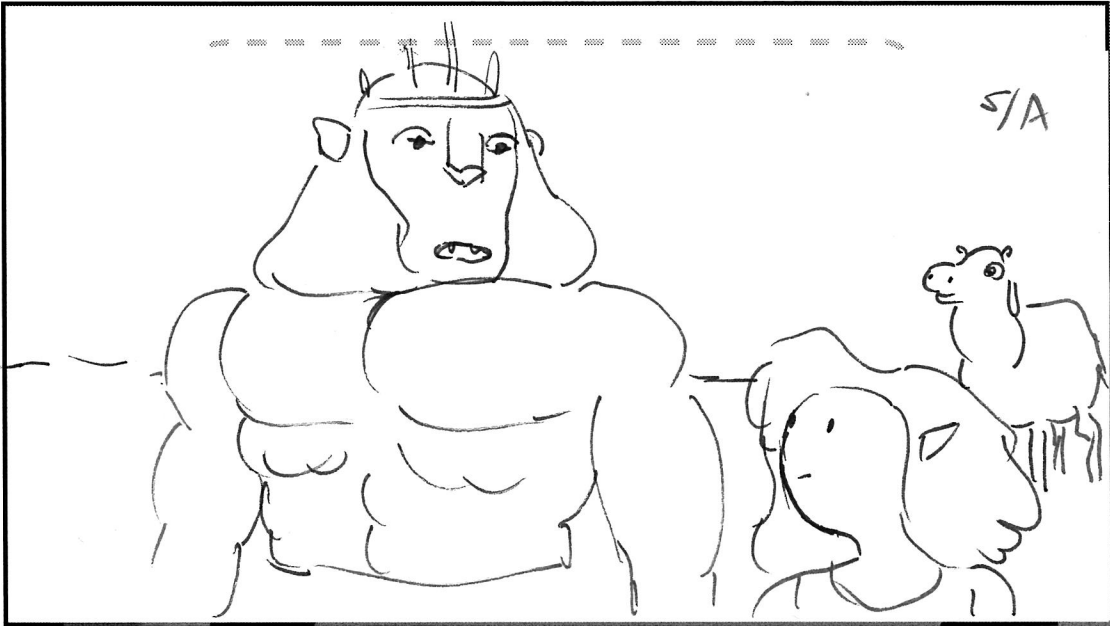
ADVENTURE TIME



Sc. 142 Pnl. 8 Bg. day night



Sc. 142 Pnl. C Bg. day night



|         |        |   |
|---------|--------|---|
| Dialog: | (Beat) | VK/ (high pitch) see ? No funny business. |
| Action: |        |   |
| Timing: |        |   |

WIPE

EPISODE # 1034-222  
Production:

# ADVENTURE TIME



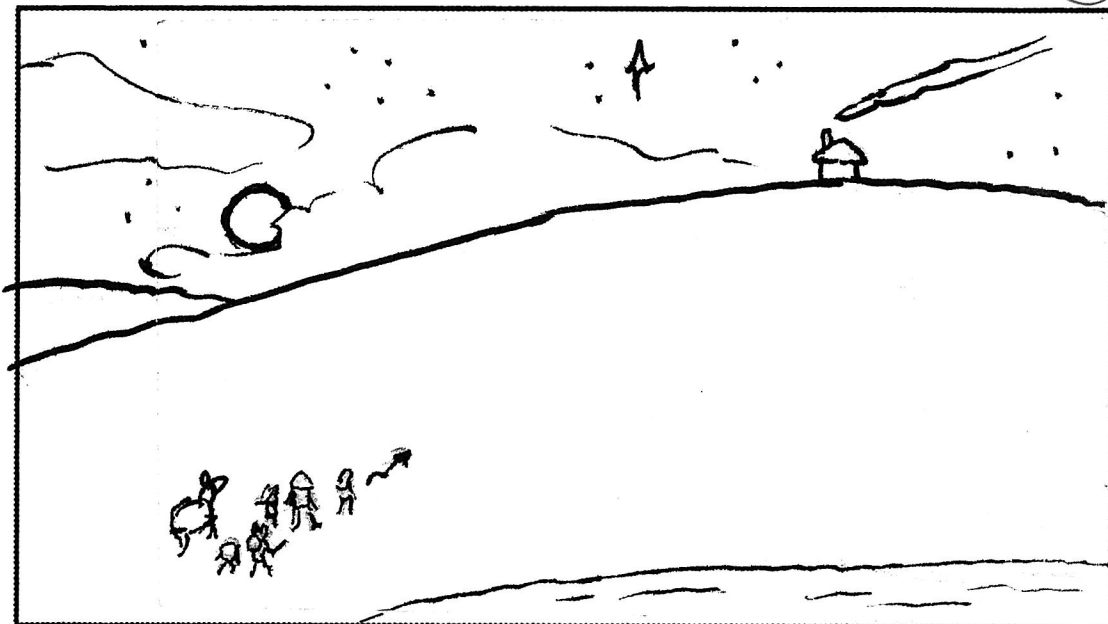
Page 164

Sc. 143

Pnl. A

Bg.

day night



Sc. 144

Pnl. A

Bg.

day night



Dialog:

Action:

- walking to cabin

- walkin'

Timing:

1034-222

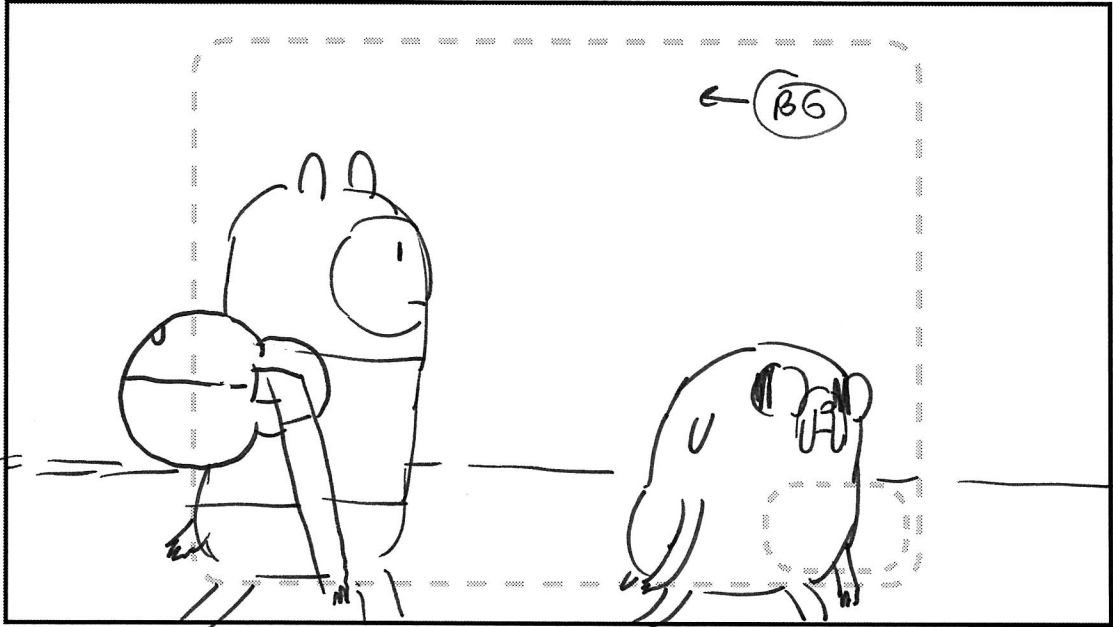
EPISODE #

Production:

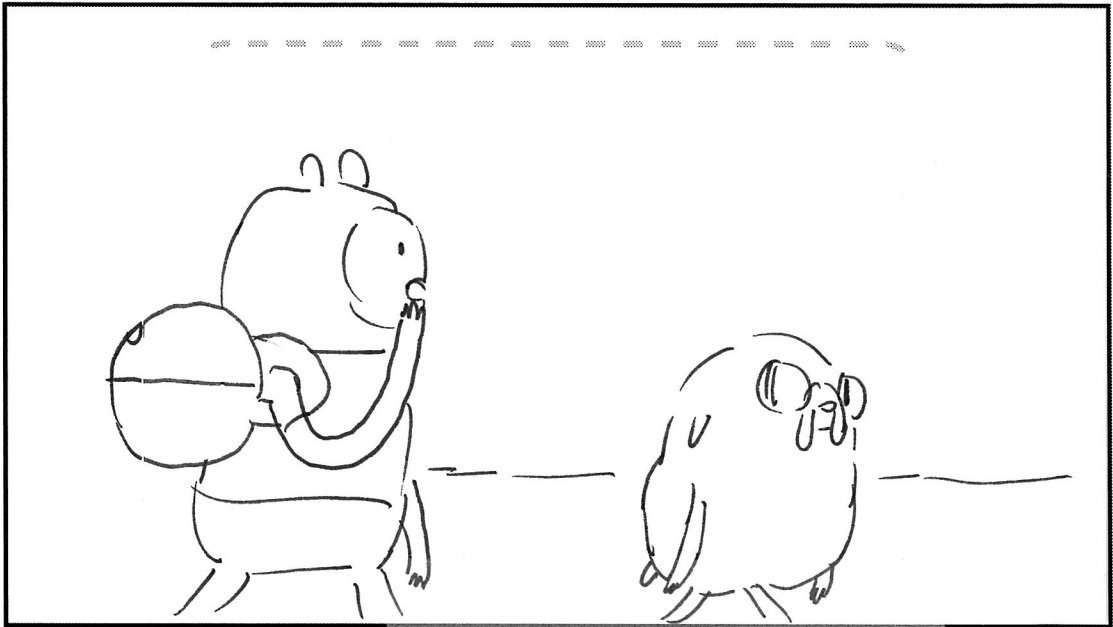
ADVENTURE TIME



Sc. 145 Pnl. A Bg. day night



Sc. 145 Pnl. B Bg. day night

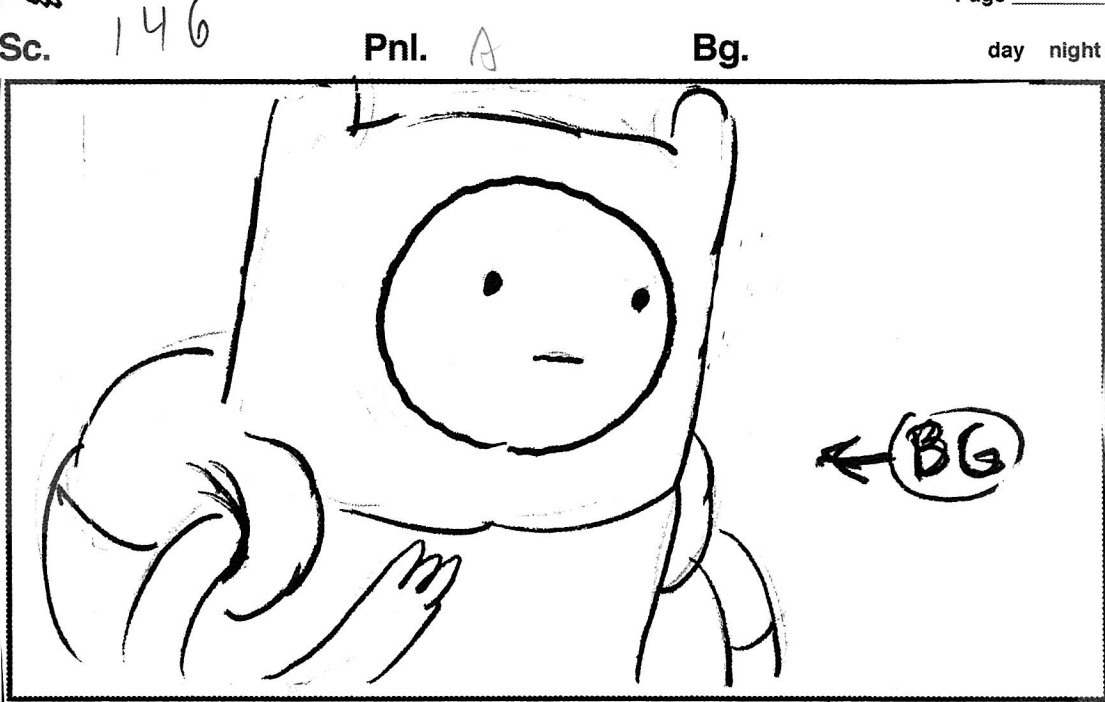
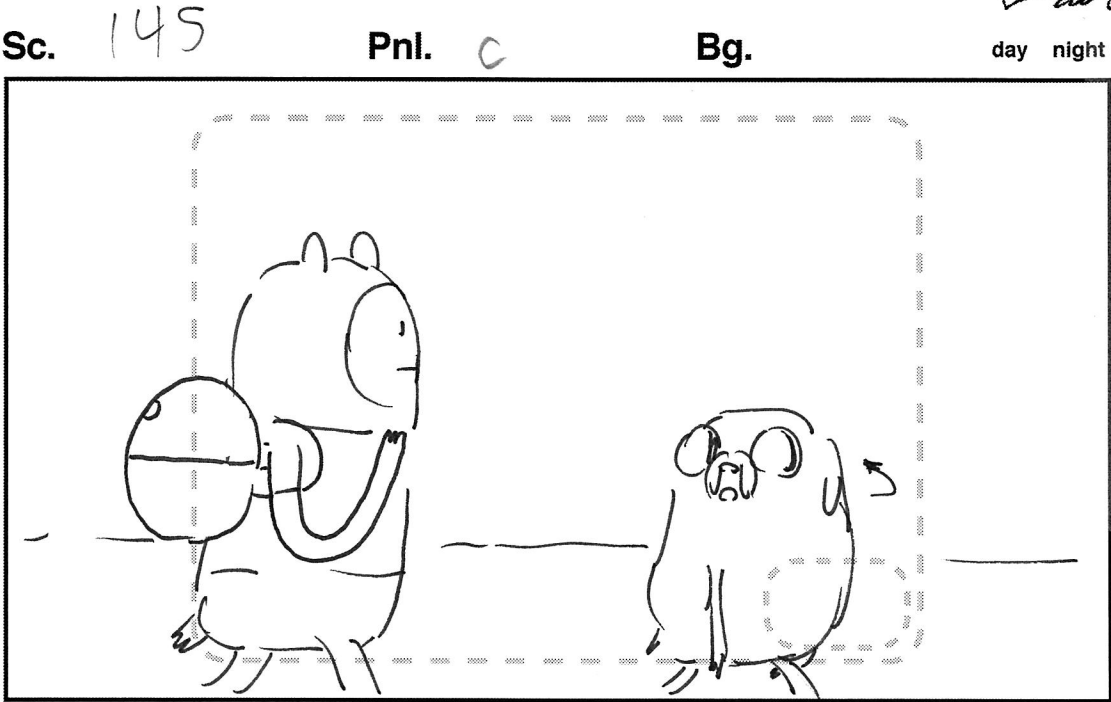


|         |                  |
|---------|------------------|
| Dialog: | Finn/ (Hey Jake) |
| Action: |                  |
| Timing: |                  |

EPISODE # 1034-222  
Production:



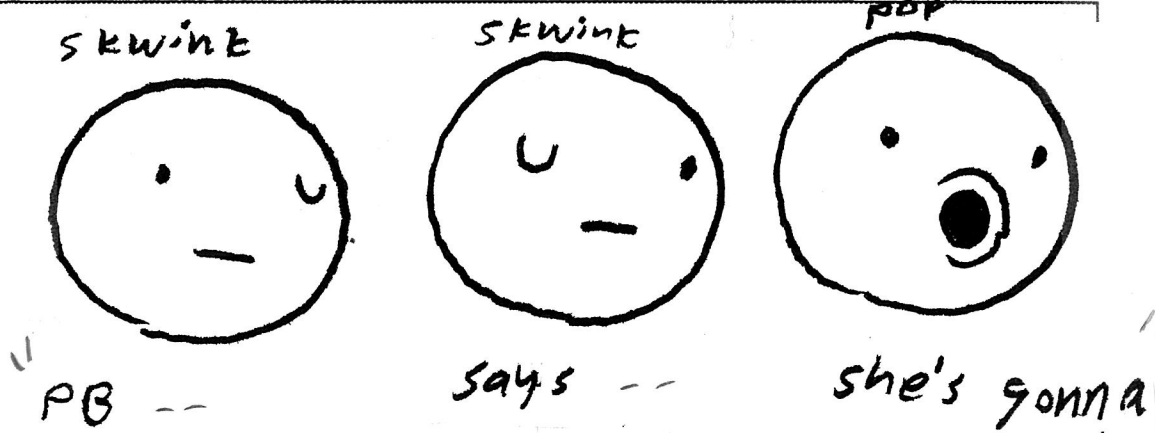
# ADVENTURE TIME



Dialog: Jake / (what?)

Action: SPEAKING IN SUBTITLES →

Timing:



EPISODE # 1034-222

Production:

ADVENTURE TIME

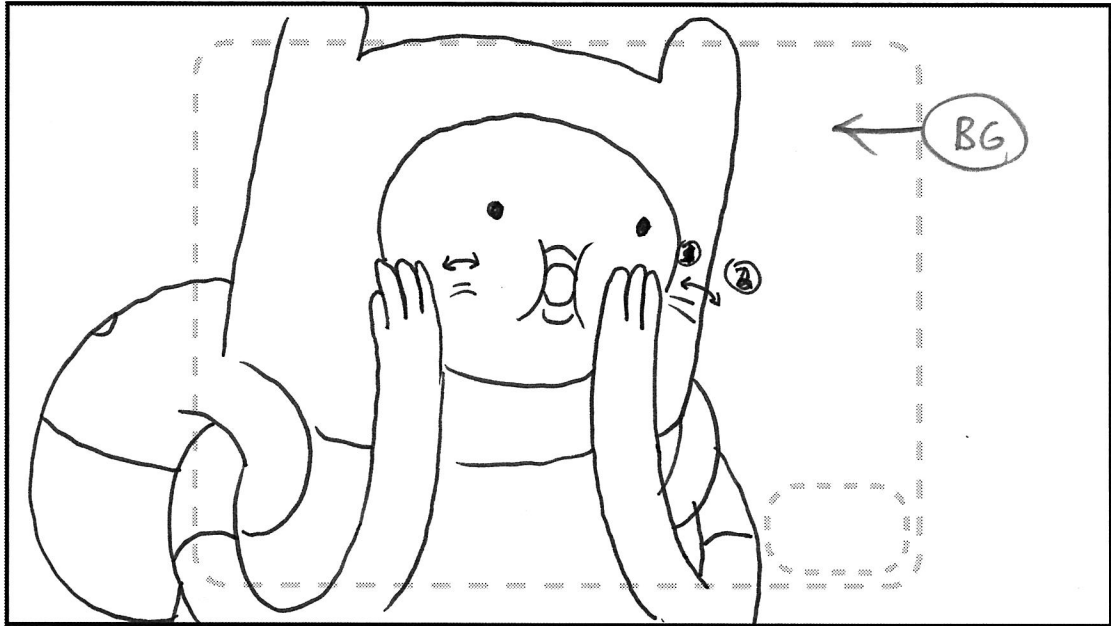


Sc. 147

Pnl. 8

Bg.

day night

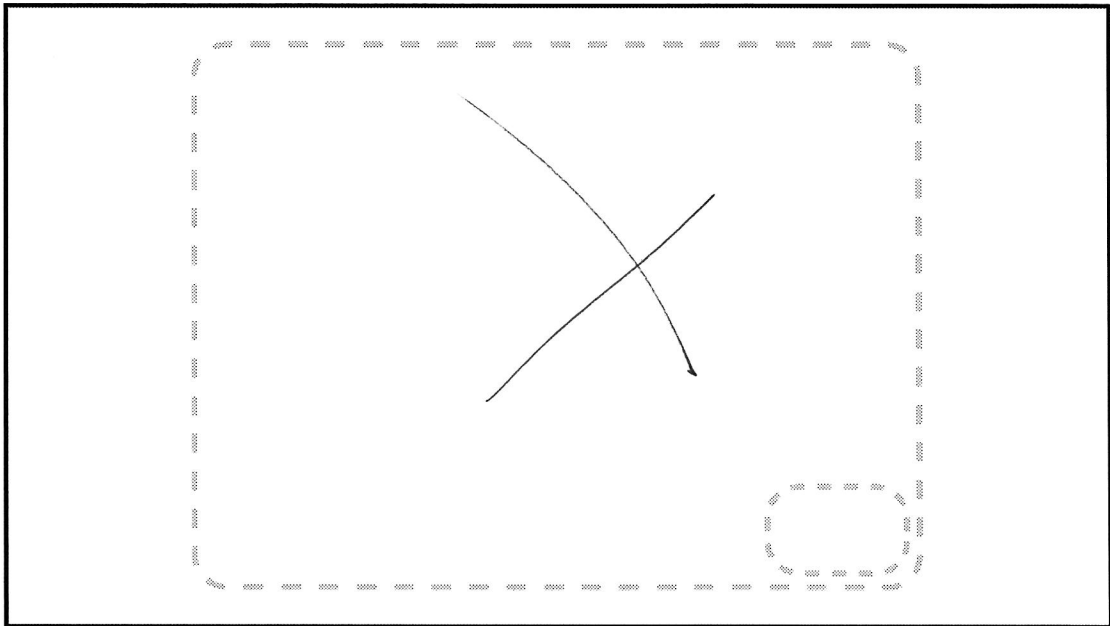


Sc.

Pnl.

Bg.

day night



Dialog: sfx/ pop pop pop  
          ① ② ①  
          subtitles : ① set her vampire  
                      ② sucking machine --"

Action:

Timing:



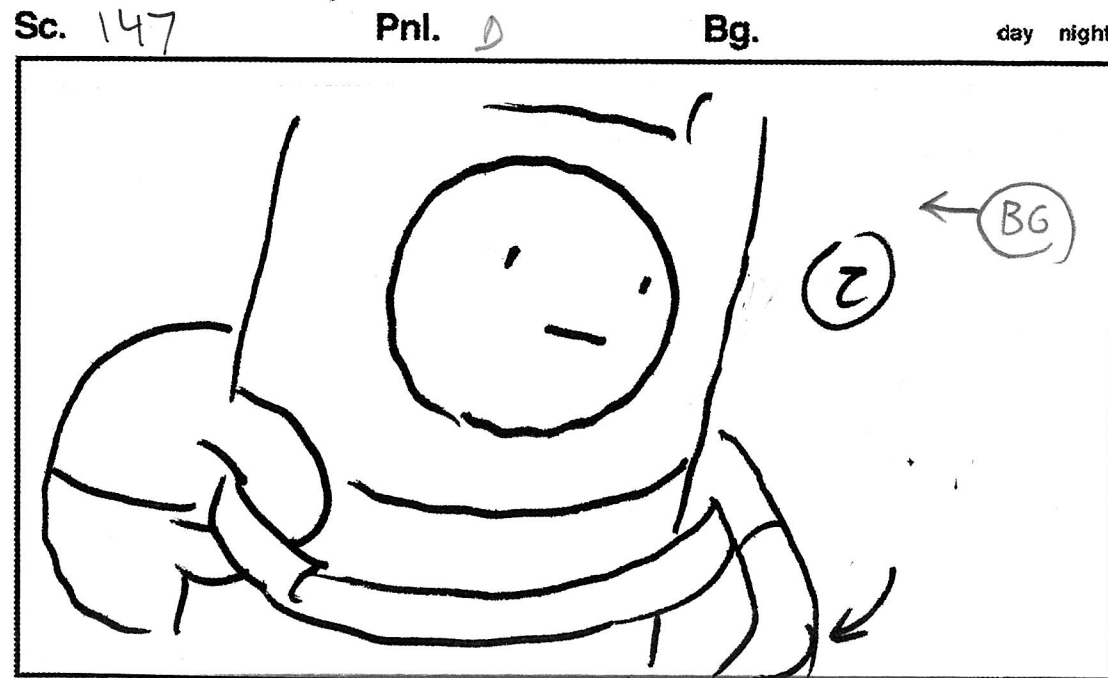
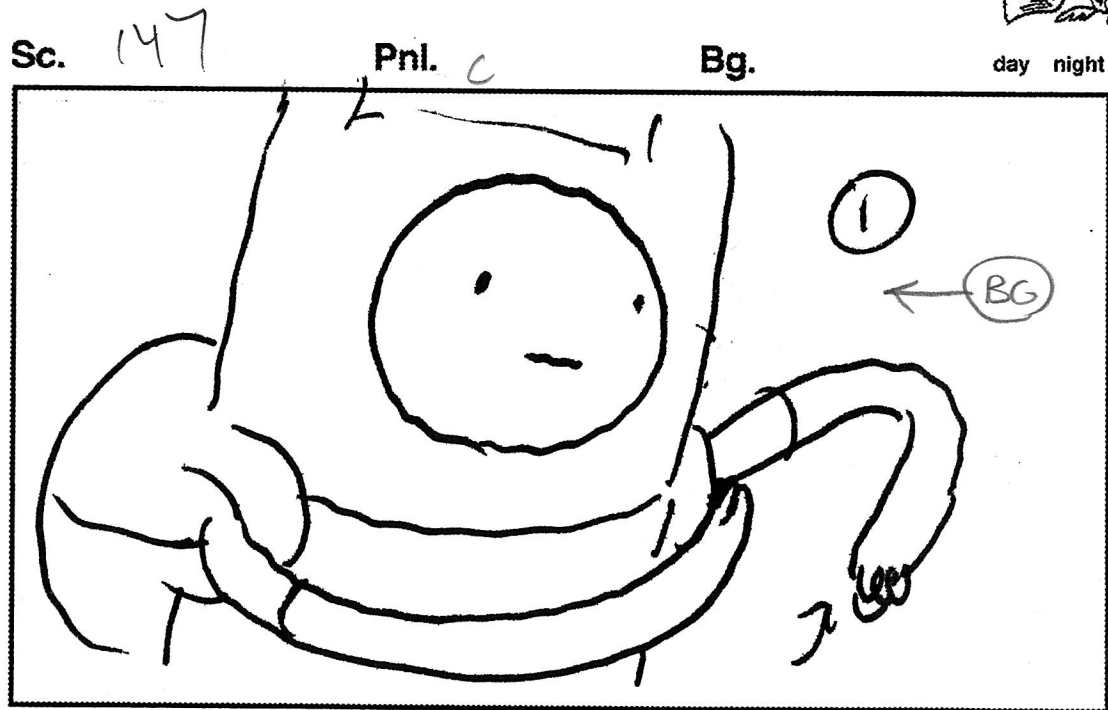
F: [RASBERRY]

EPISODE # 1034-222

Production:

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# ADVENTURE TIME



|         |   |
|---------|---|
| Dialog: | <p>// "TO FULL BLAST..."<br/>(subtitles)</p> <p>Cycle ①+② x 2</p> |
| Action: |   |
| Timing: |   |

SFX: \* FART \*

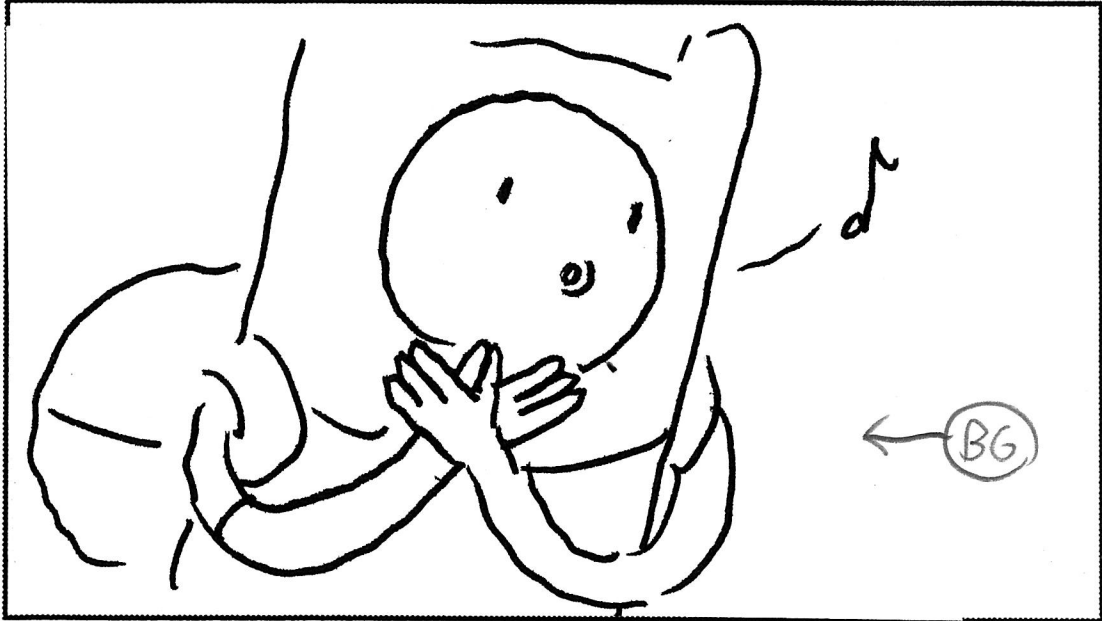
-ARMPIT FART

EPISODE # 1034-222

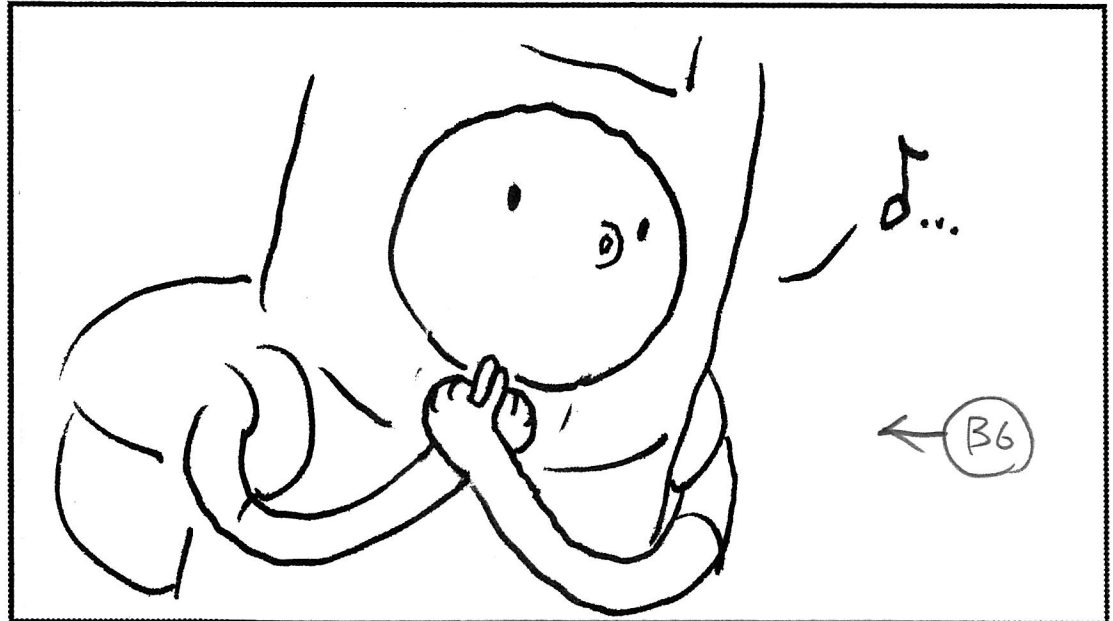
ADVENTURE TIME



Sc. 147 Pnl. E Bg. day night



Sc. 147 Pnl. F Bg. day night



Dialog: (F) [BIRD WHISTLE] " IF He tries anything funny. " (subtitles)

Action:

Timing:

EPISODE # 1034-222  
Production:

# ADVENTURE TIME



Page 170

Sc. 148

Pnl. A

Bg.

day night

Sc. 148

Pnl. B

Bg.

day night



Dialog:

"What does"  
(subtitles)

SFX: \* DOUBLE SQUINK \*

Action:

①-② x 2

- DOUBLE BLINK

Timing:

EPISODE # 1034-222

Production:

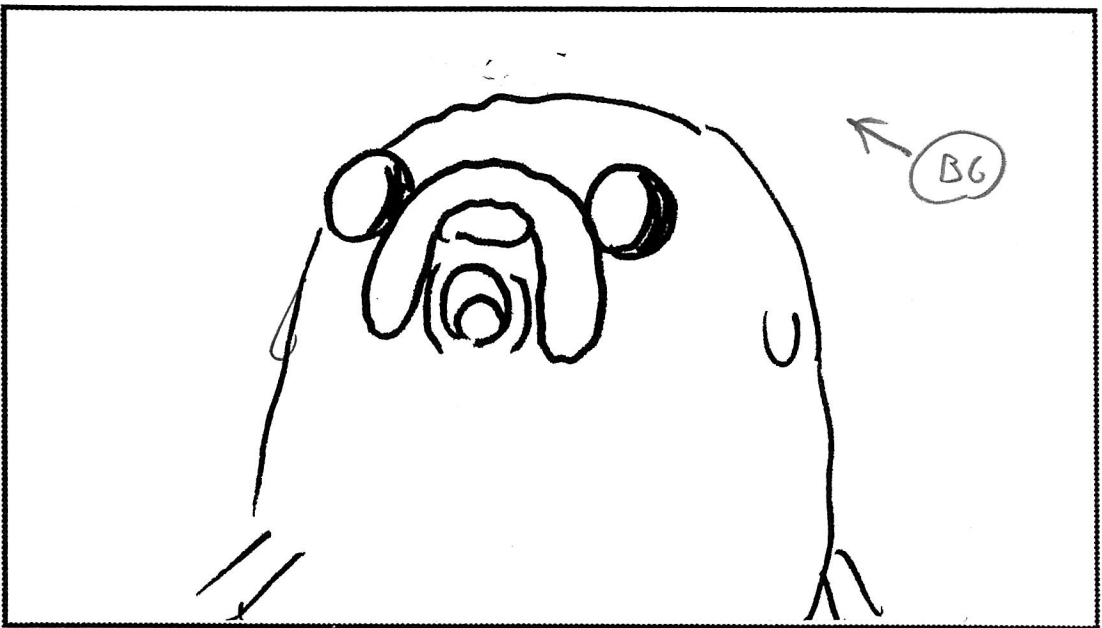
ADVENTURE TIME



Sc. 148 Pnl. C Bg. day night



Sc. 148 Pnl. D Bg. day night



|         |                         |                                     |        |
|---------|-------------------------|-------------------------------------|--------|
| Dialog: | "full blast"<br>1-2 1-2 | J: [TONGUE<br>CLUCK]<br>CLUCK - TOK | "even" |
| Action: |                         |                                     |        |
| Timing: |                         |                                     |        |

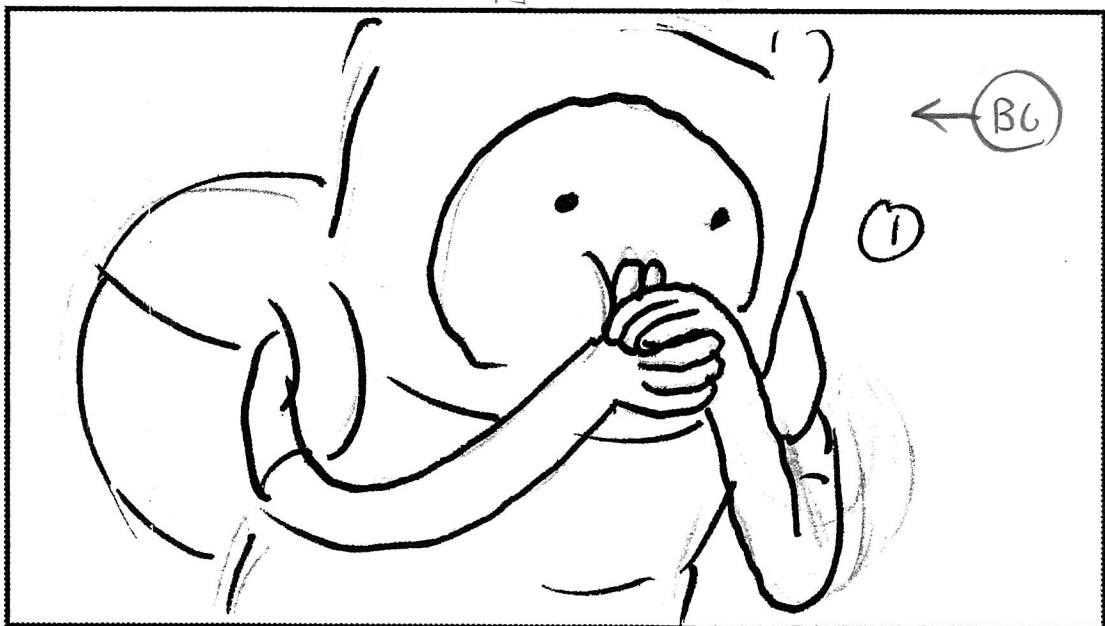
ADVENTURE TIME



Sc. 148 Pnl. E Bg. day night



Sc. 149 Pnl. A Bg. day night



Díalog: "Mean?" (1) GUEH!

Action: F chops hi's throat

Timing: "I guess it means --"



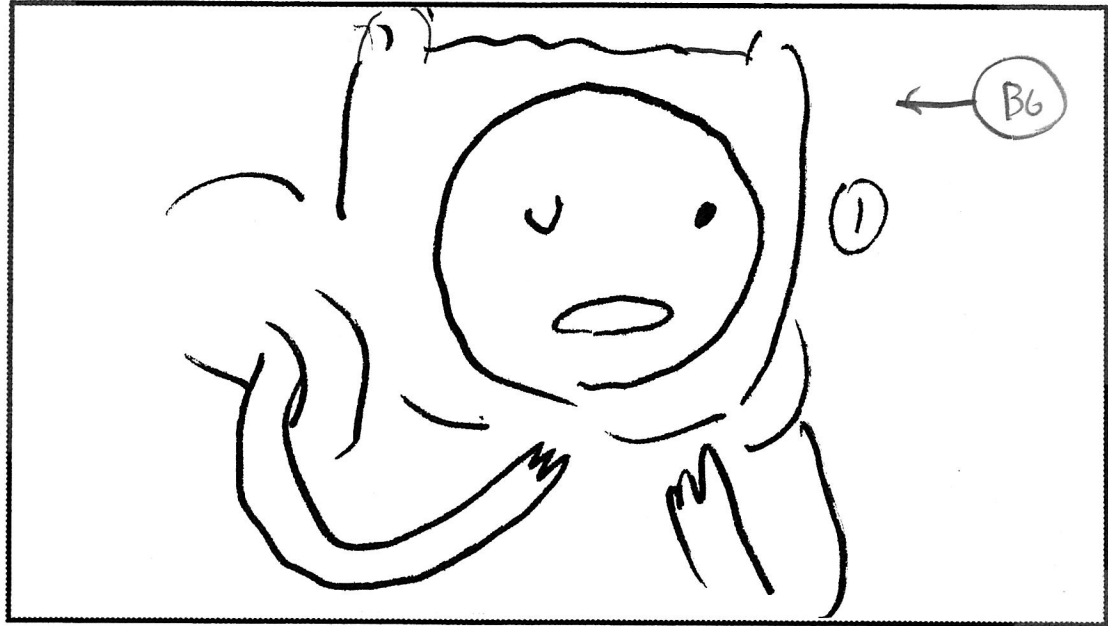
EPISODE # 1034-222  
Production:



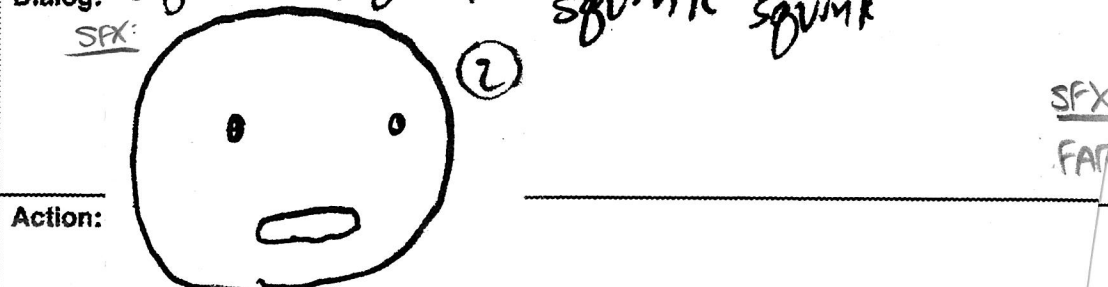
ADVENTURE TIME



Sc. 149 Pnl. B Bg. day night



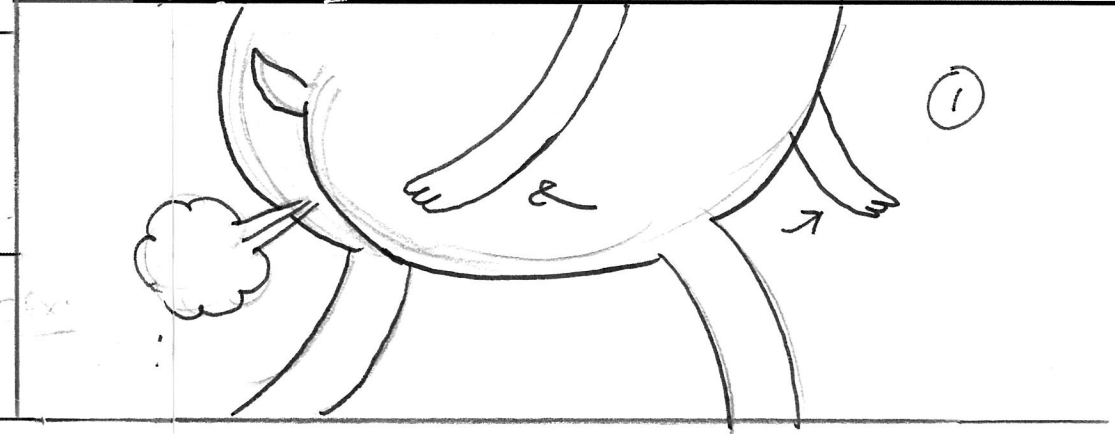
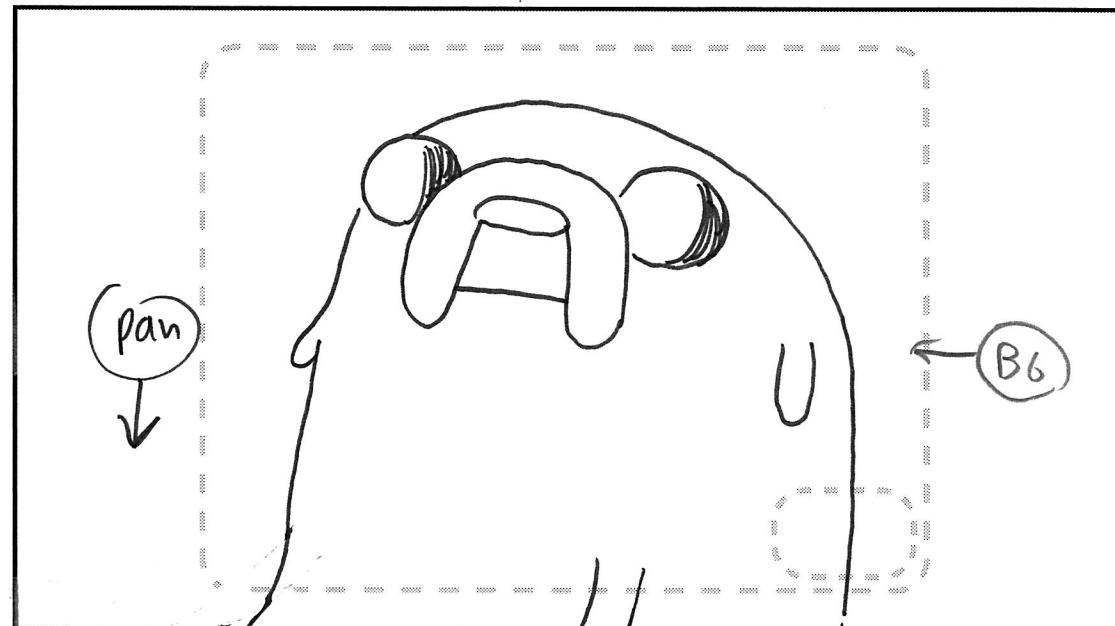
Dialog: squink squink squink squink  
SFX:



Action:

Tin "He'll explode to dust."

Sc. 150 Pnl. A Bg. day night



" -PAN DOWN TO BUTT

EPISODE # 1034-222  
Production:

ADVENTURE TIME



Sc. 150

Pnl. 8

Bg.

day night

Sc.

Pnl.

Bg.

day night

|         |   |
|---------|---|
| Dialog: | subtitles / "well what do you want to eat later?" |
|         | sfx/fart fart fart fart fart fart                 |
| Action: | cycle 1+2   |
| Timing: |   |

EPISODE # 1034-222

Production:

ADVENTURE TIME



Sc. 151 Pnl. A Bg. day night

Sc. 151 Pnl. B Bg. day night

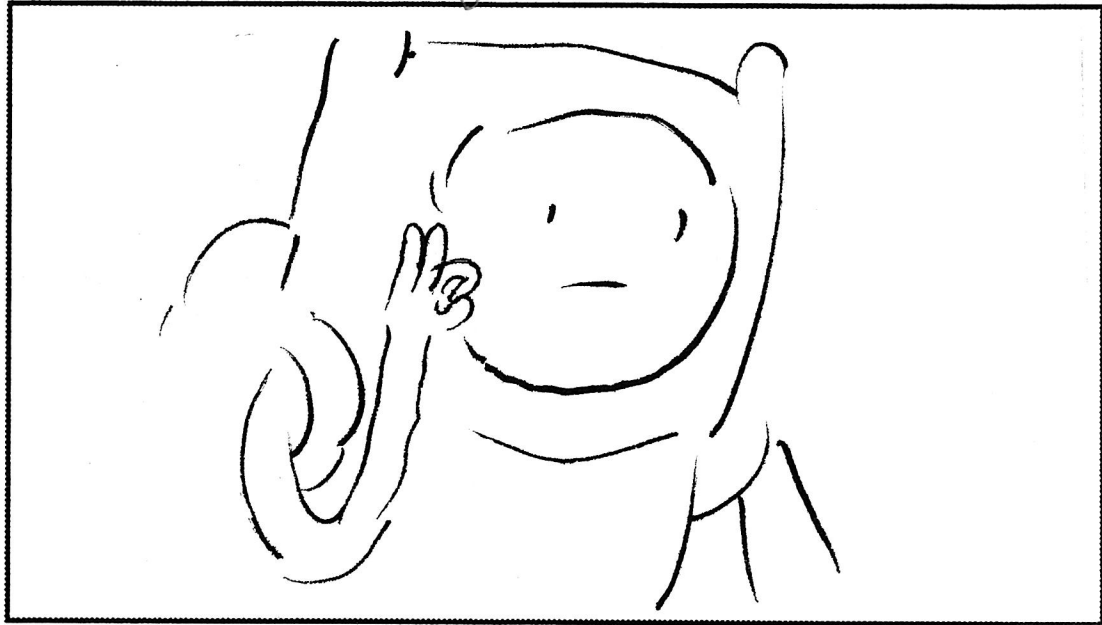
|         |             |  |                    |  |
|---------|-------------|--|--------------------|--|
| Díalog: | FINN: *POP* |  | "after we          |  |
|         | "What?"     |  | take care"         |  |
| Action: |             |  | SFX: * SNAP-SNAP * |  |
| Timing: |             |  |                    |  |

EPISODE # 1034-222  
Production:

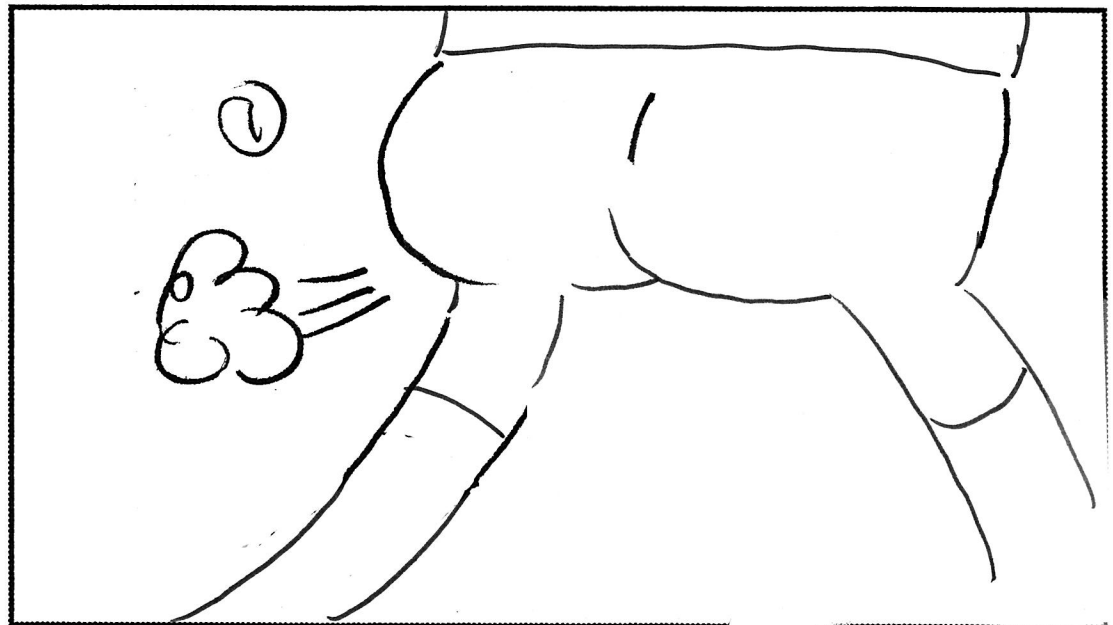
ADVENTURE TIME



Sc. 151 Pnl. C Bg. day night



Sc. 151 Pnl. D Bg. day night



Dialog:  
SFX: (water drop sound)

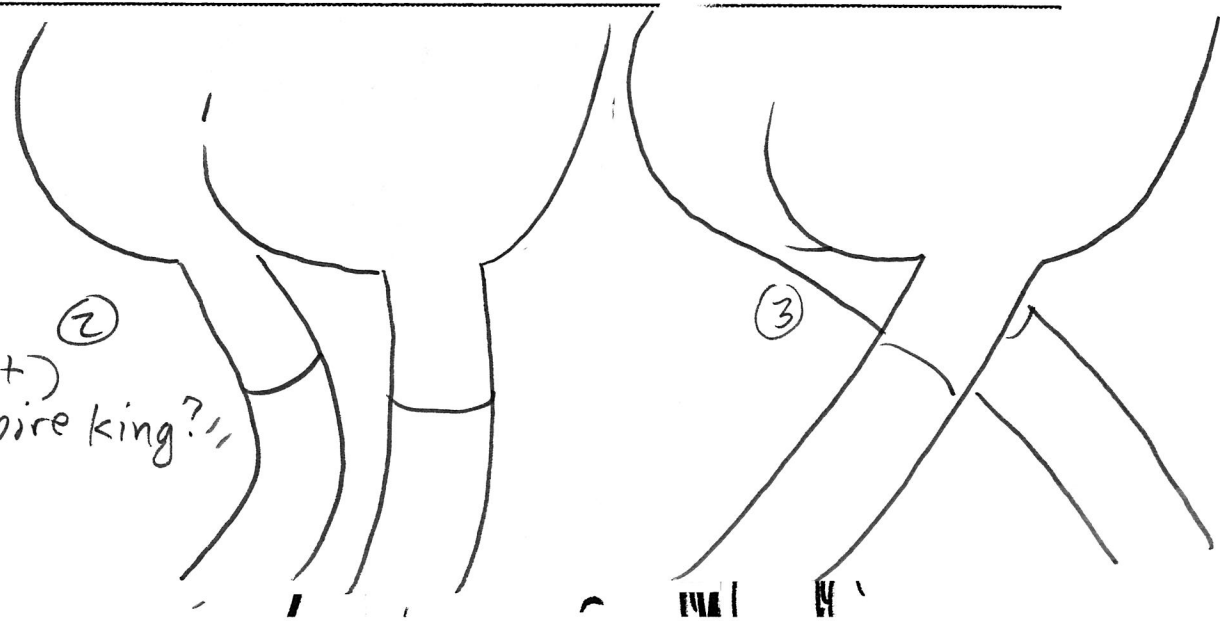
" OF THE "

Action:

Timing:



SFX: (2)  
(fart)  
" Vampire king? "

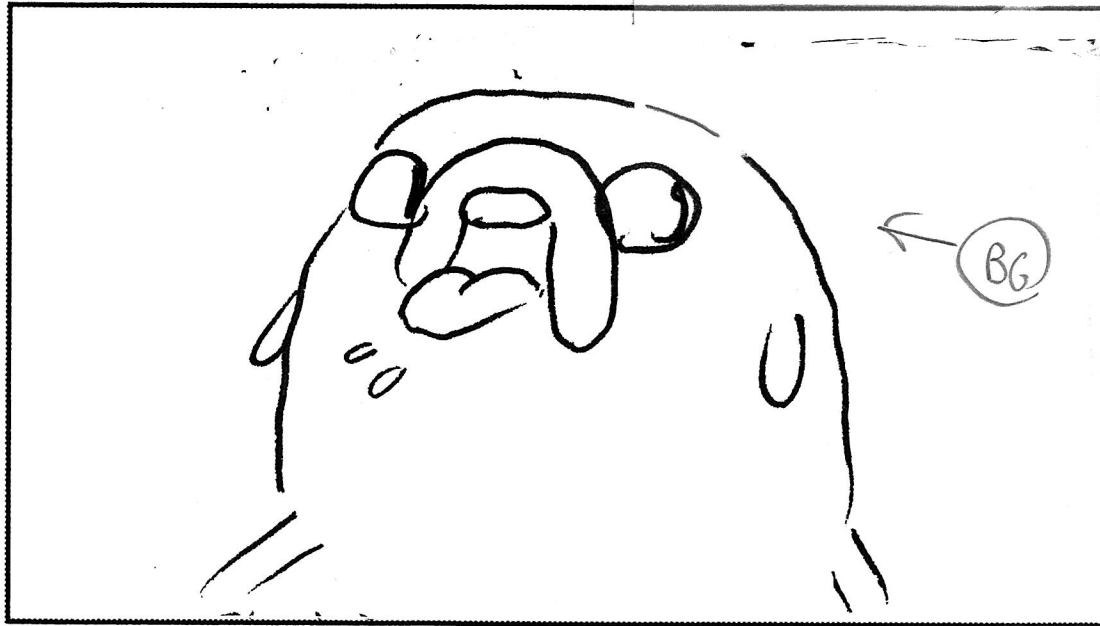


EPISODE # 1034-222

# ADVENTURE

Sc. 152

Pnl. A



Sc. 152

Pnl. B



EPISODE # 1034-222

177

Dialog:

"yes"  
TB TBTH!

Action:

"I'm freaking"

(1)(2)(1)(2)

Timing:

SFX: flap flap



# ADVENTURE TIME



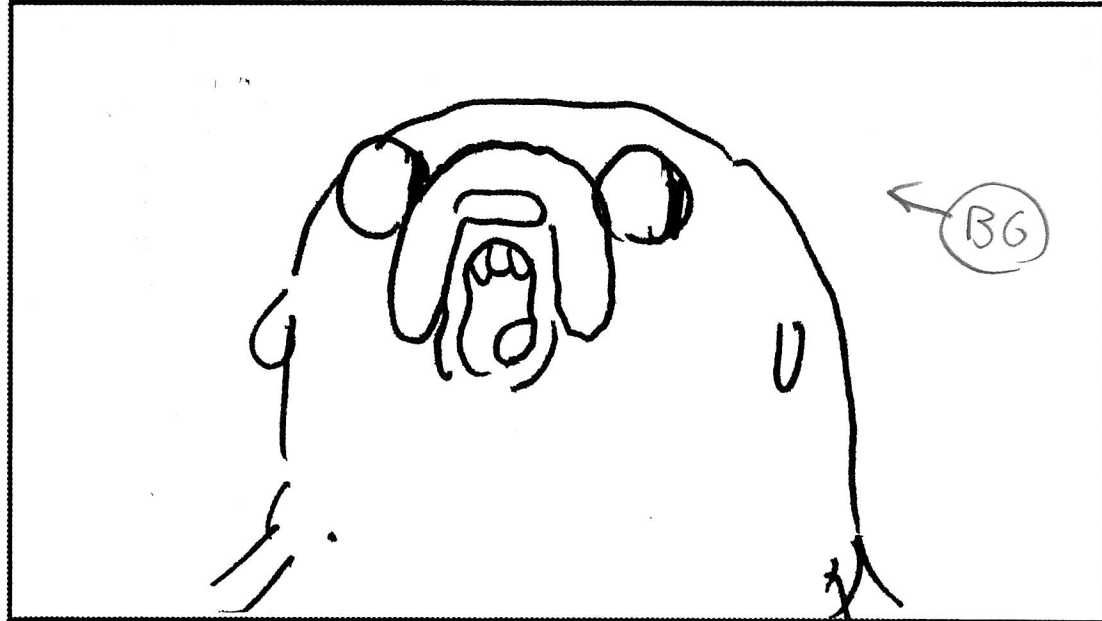
Page 178

Sc. 152

Pnl. C

Bg.

day night



Sc. 153

Pnl. A

Bg.

day night



Dialog:

①: [BURP]

"hungry"

Action:

Timing:

PB: [POP - TIBTHBTH]

"HEY GUYS"



EPISODE # 1034-222

Production:

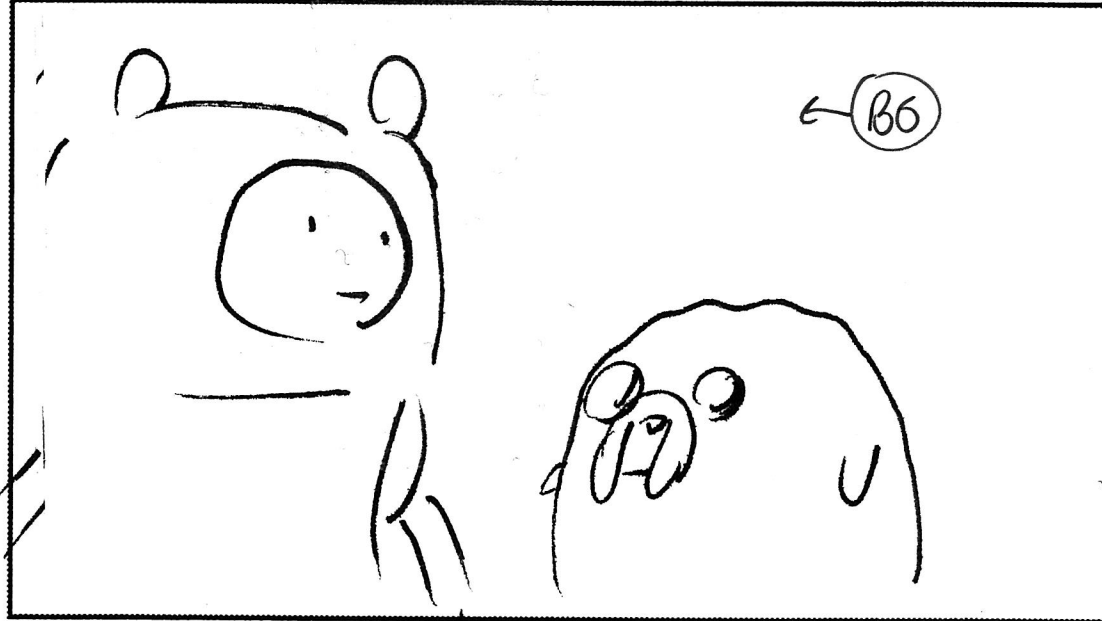
# ADVENTURE TIME



Page 179

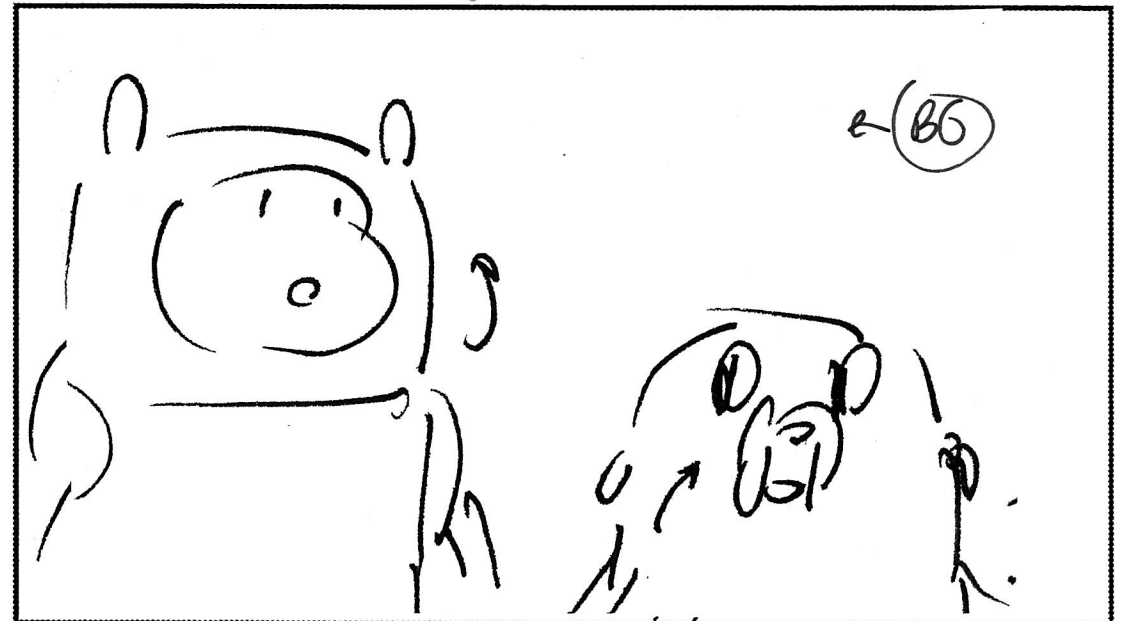
Sc. 154 Pnl. A Bg.

day night



Sc. 154 Pnl. B Bg.

day night



Dialog:

Action:

- F+J LOOK UP.

Timing:

EPISODE # 1034-222

Production:



ADVENTURE TIME



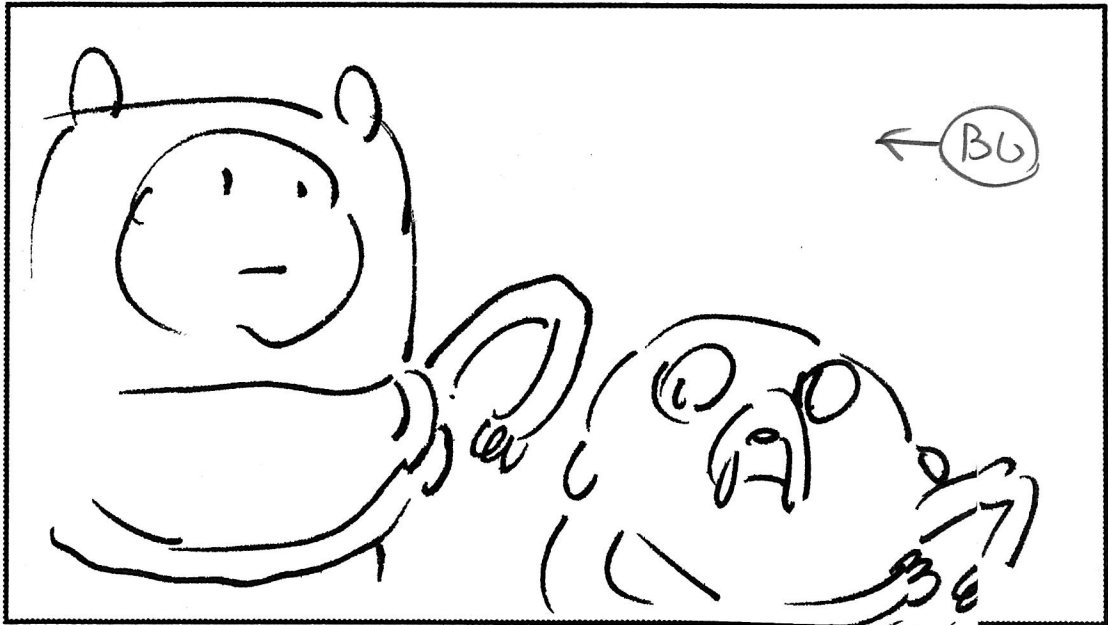
Page 180

Sc. 154

Pnl. C

Bg.

day night



Sc. 155

Pnl. A

Bg.

day night



|         |           |           |                     |  |                |  |
|---------|-----------|-----------|---------------------|--|----------------|--|
| Dialog: | "What?"   |           | (PB) [CLUCK - TBTH] |  | "MOUTH - FART" |  |
| Action: | SFX: Fart | SFX: Fart |                     |  |                |  |
| Timing: |           |           |                     |  |                |  |

EPISODE # 1034-222

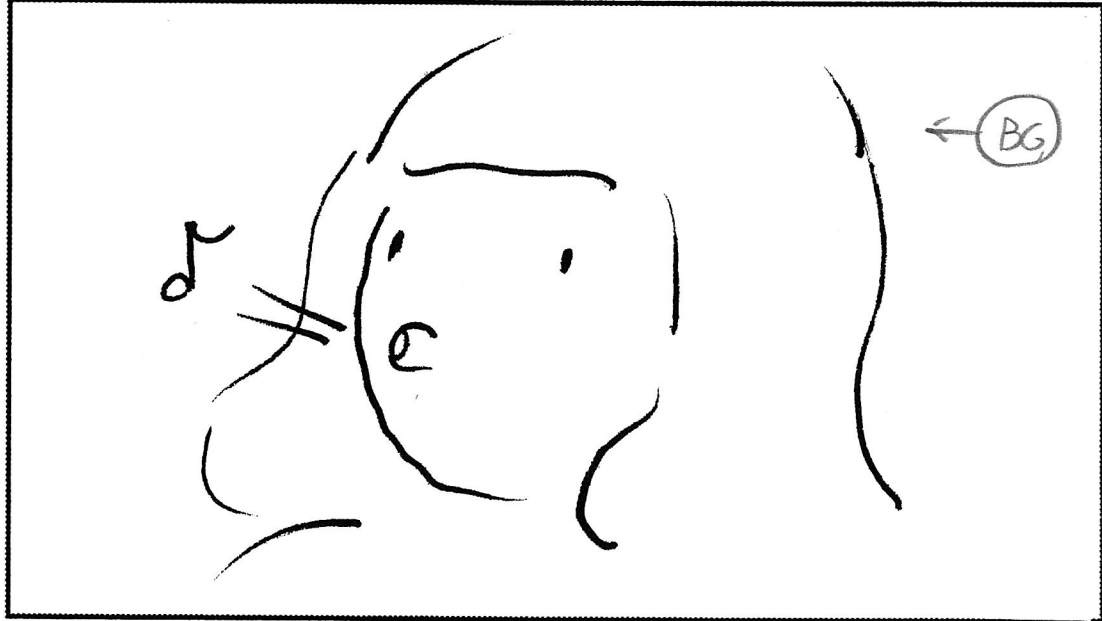
Production:

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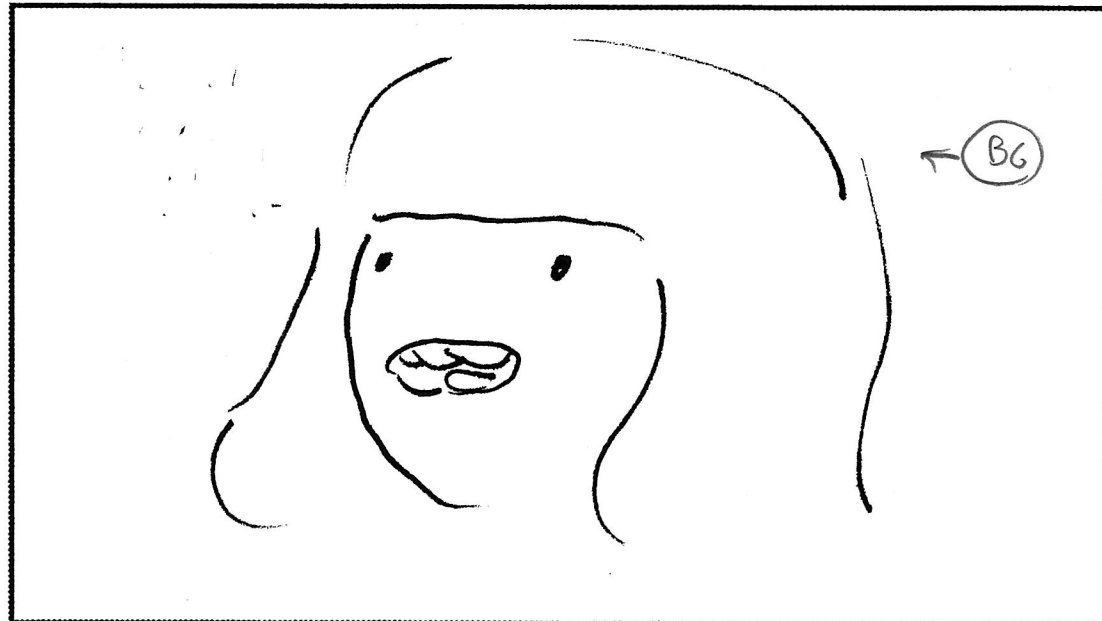
# ADVENTURE TIME



Sc. 155 Pnl. B Bg. day night



Sc. 155 Pnl. C Bg. day night



|                                |   |
|--------------------------------|---|
| Dialog:                        |   |
| <u>PB:</u> [WHISTLE]<br>"CODE" | <u>PB:</u> [CHIK-CHIK-CHIK]<br>"IS for emergencies" |
| Action:                        |   |
| Timing:                        |   |

EPISODE # 1034-222  
Production:

# ADVENTURE TIME

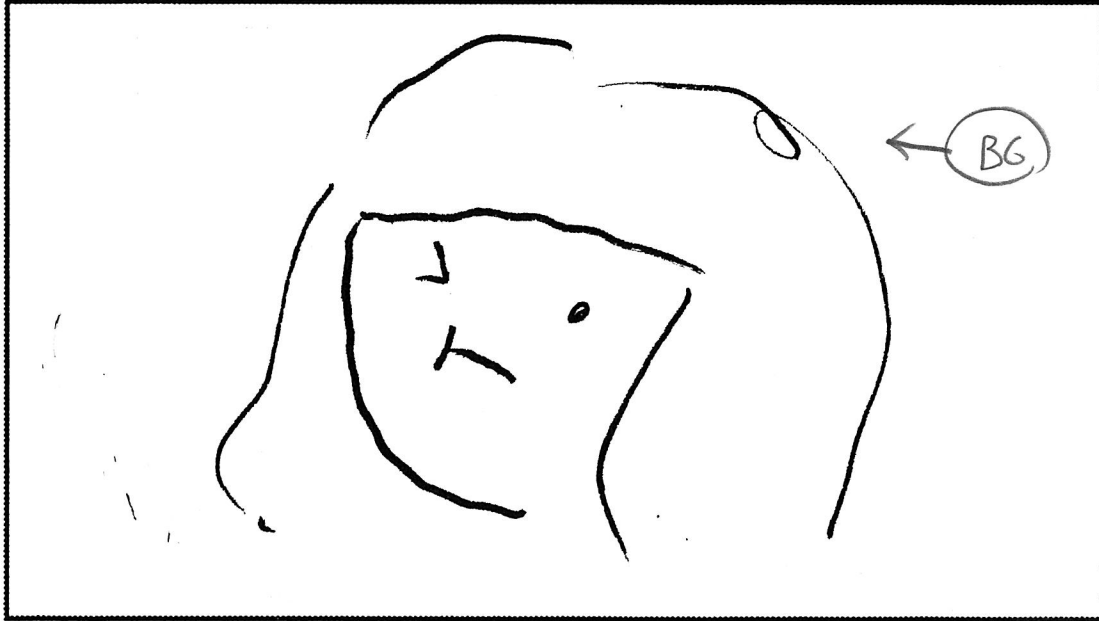


Sc. 155

Pnl. D

Bg.

day night

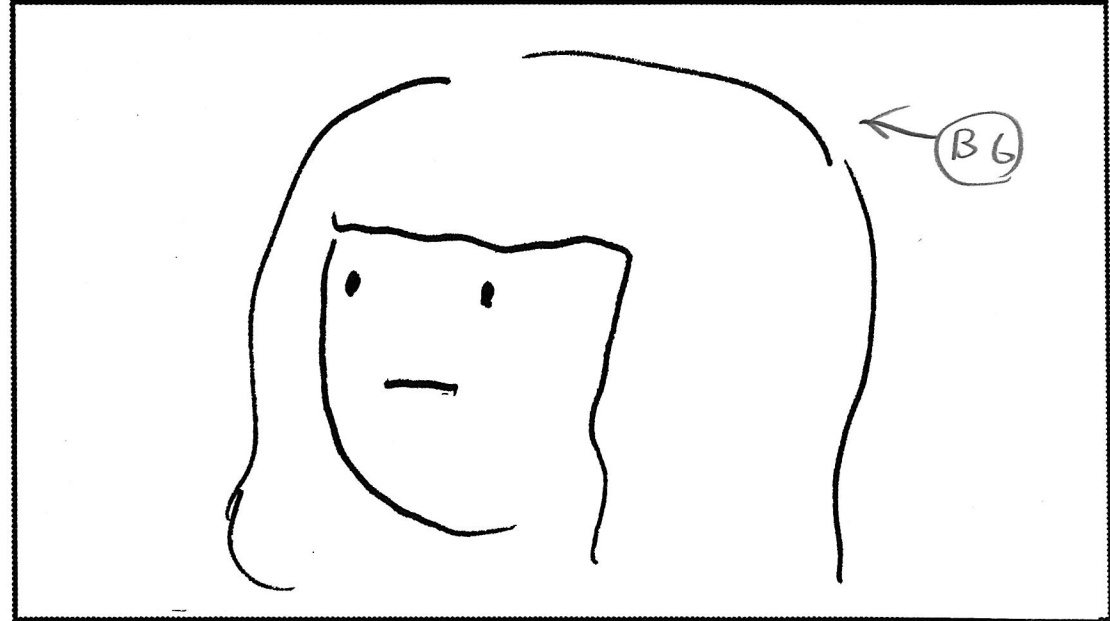


Sc. 155

Pnl. E

Bg.

day night



Page 182

Dialog:

"only"

Action:

SFX: \*FART\*

Timing:

1034-222

EPISODE #

Production:

# ADVENTURE TIME



Page 183

Sc. 156

Pnl. A

Bg.

day night



Sc. 156

Pnl. B

Bg.

day night



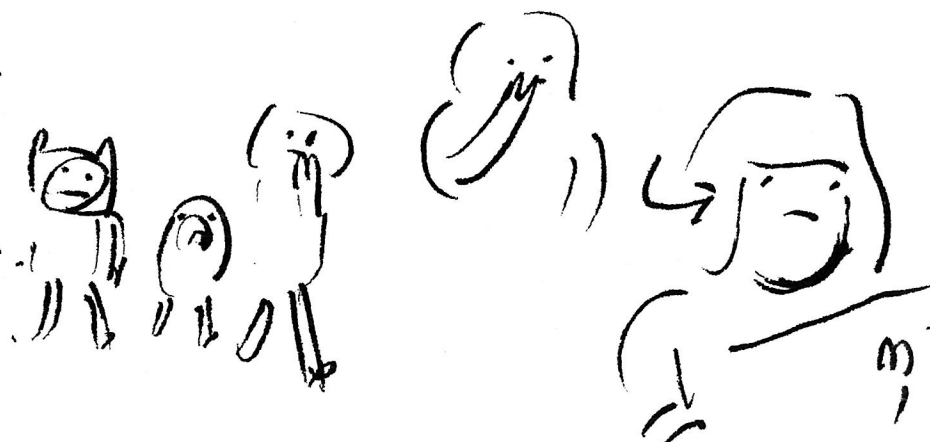
Dialog:

Action:

- VK+M HOLD THEIR NOSES.

Timing:

(F) THBT  
" SORRY! "



EPISODE # 1034-222

Production:

ADVENTURE TIME

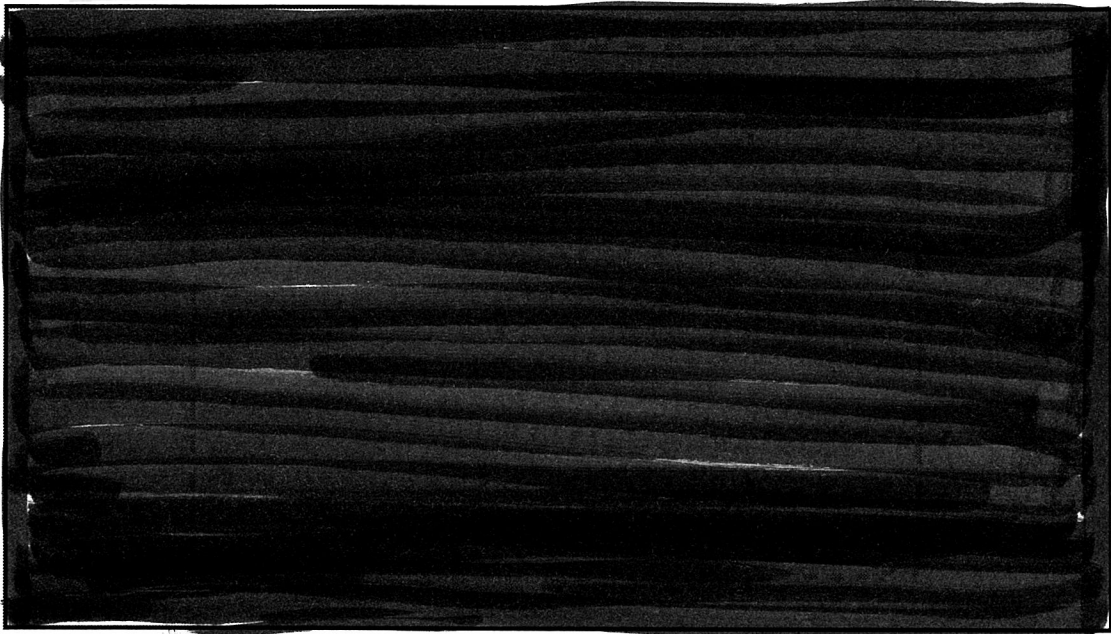


Sc. 157

Pnl. A

Bg.

day night

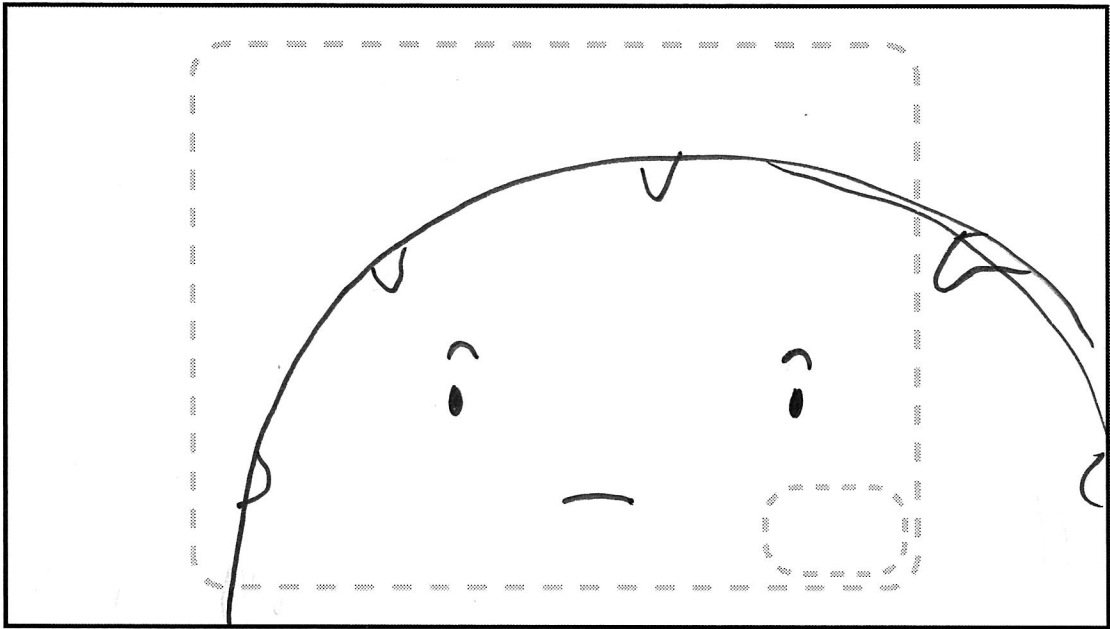


Sc. 157

Pnl. B

Bg.

day night



Dialog:

Pep (vo) He's coming!

Pep (vo) Be cool.

Action:

- fade in

Timing:

1034-222

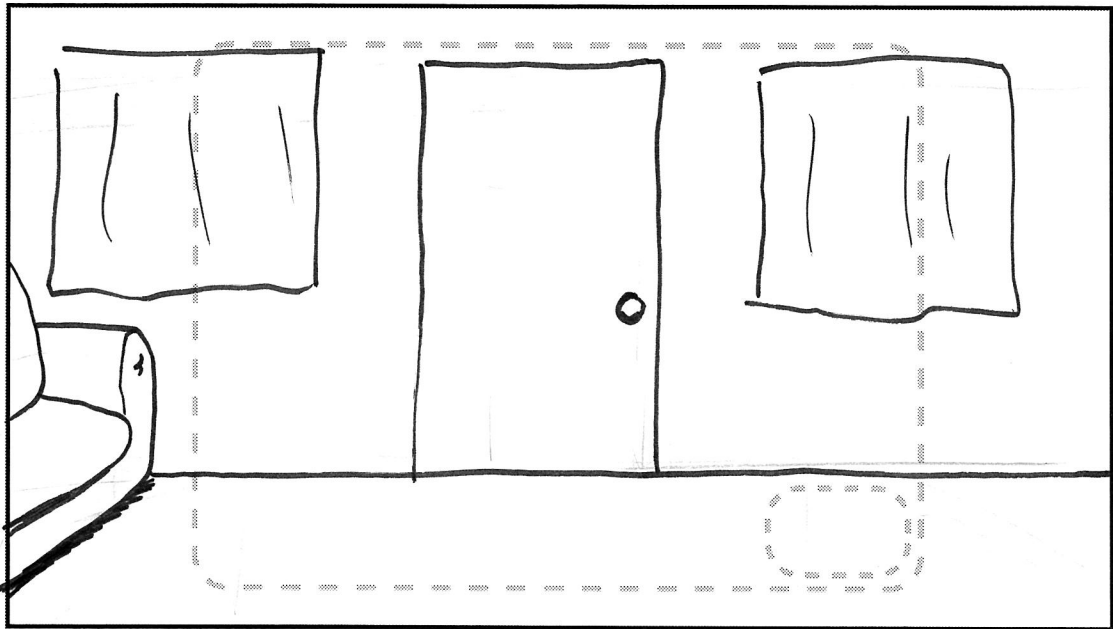
EPISODE #

Production:

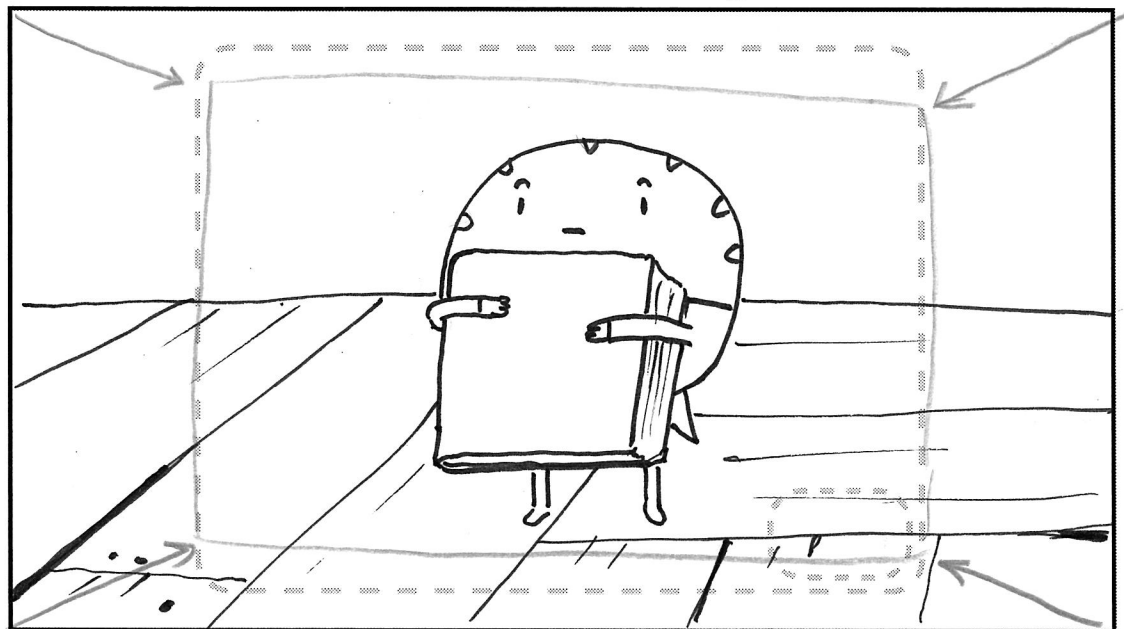
ADVENTURE TIME



Sc. 158 Pnl. A Bg. day night



Sc. 159 Pnl. X Bg. day night



|  |  |
|--|--|
| Dialog:                                    |  |
| (Pep) Be like, how's it going, VK?<br>(VO) | (Pep) I'm peppermint B, and I know all about you<br>(VO) |
| Action:                                    | -TRUCK IN QN PEP-BUT.                                    |
| Timing:                                    |  |

1034-222

EPISODE #

Production:

ADVENTURE TIME



Sc. 159

Pnl. B

Bg.

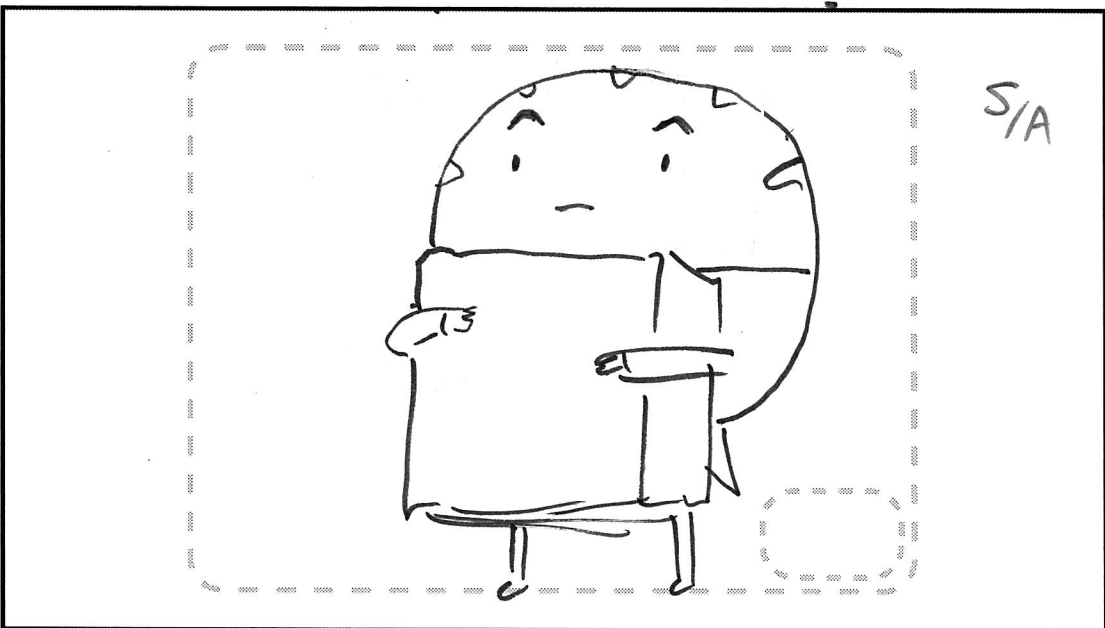
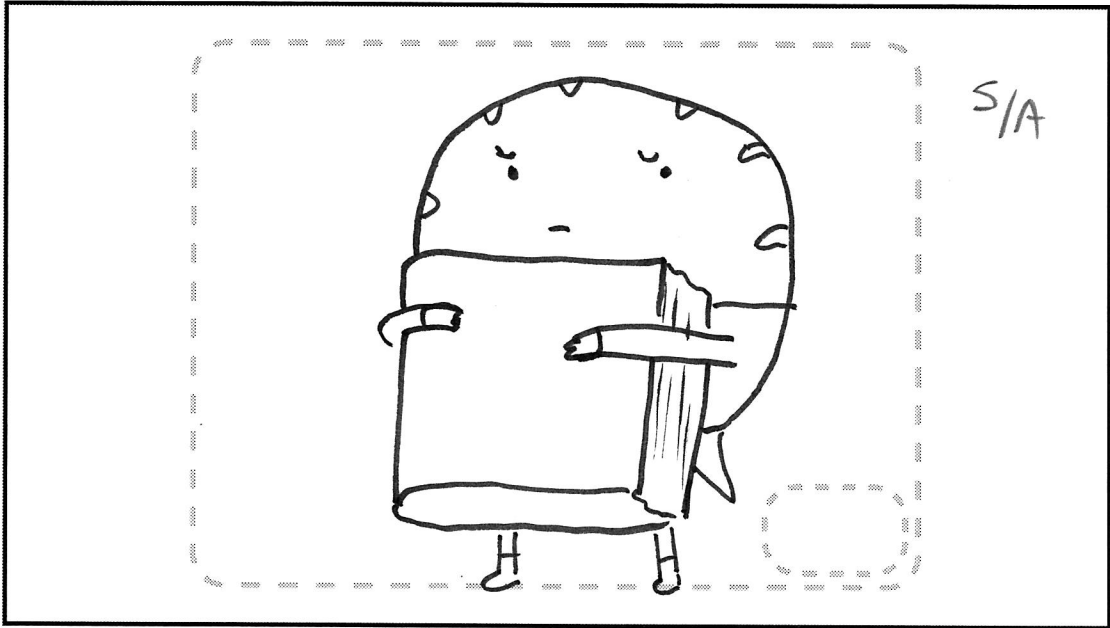
day night

Sc. 159

Pnl. C

Bg.

day night



|                                 |  |
|---------------------------------|--|
| Dialog:                         |  |
| (P) no that sounds lame<br>(VO) | (P) (clears throat) Yo VK. Sign my book, jerk!<br>(VO) |
| Action:                         |  |
| Timing:                         |  |

1034-222

EPISODE #

Production:



# ADVENTURE TIME

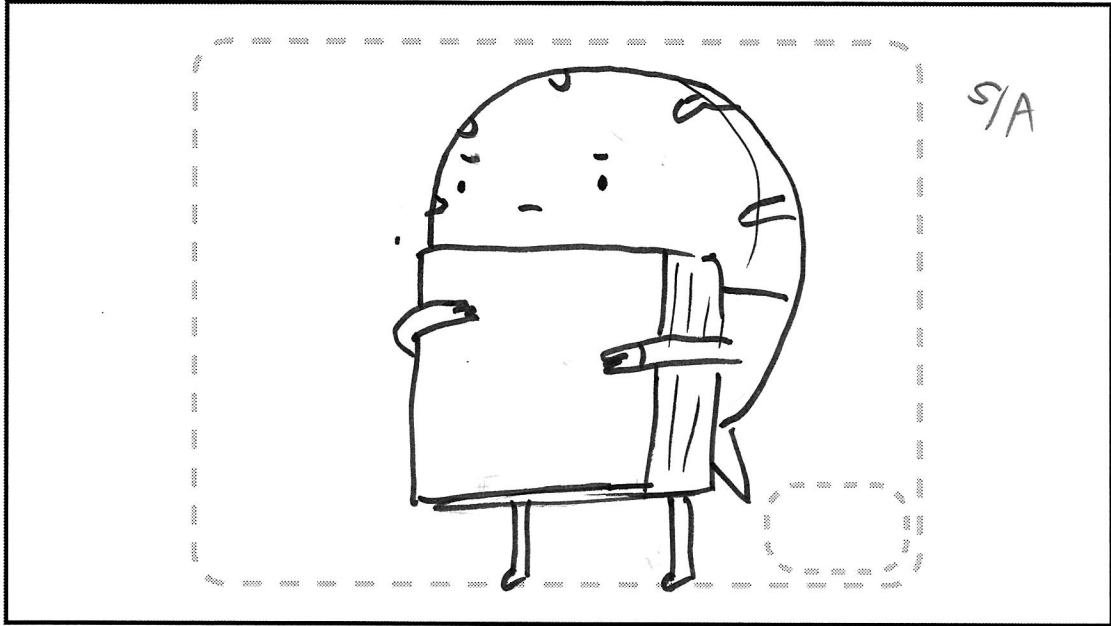


Sc. 159

Pnl. D

Bg.

day night

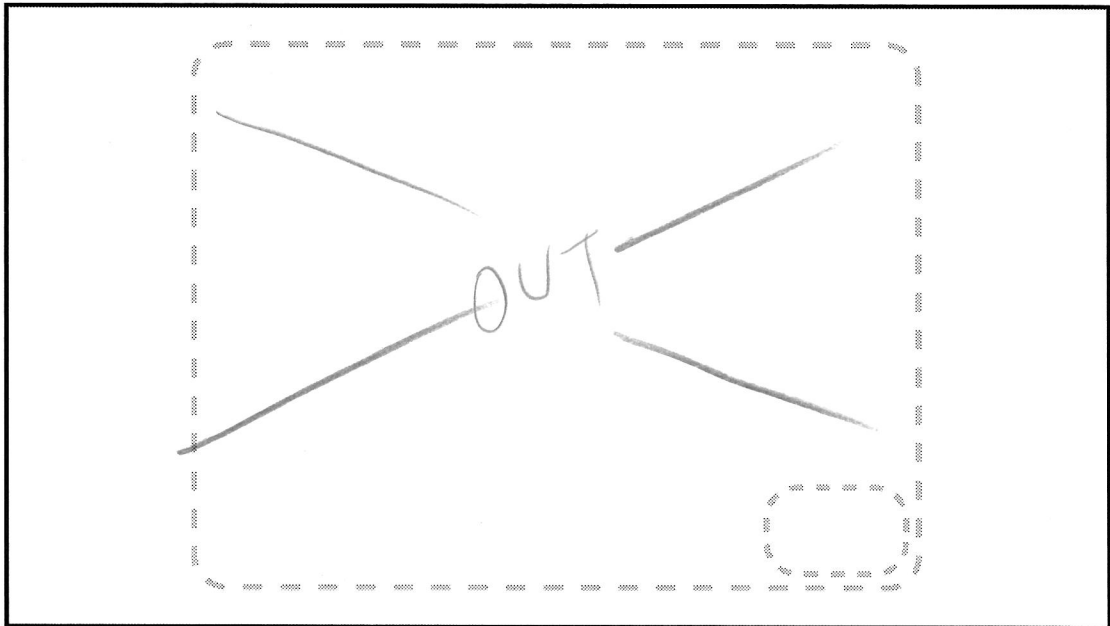


Sc.

Pnl.

Bg.

day night



Dialog:

Pep (yo) no...

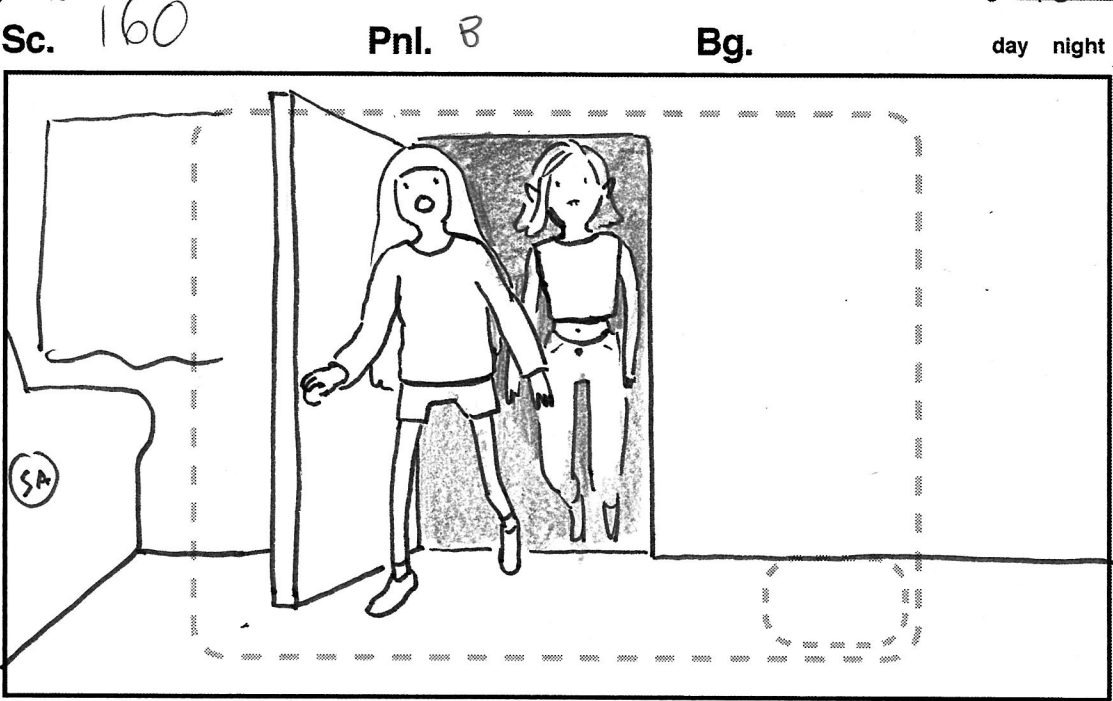
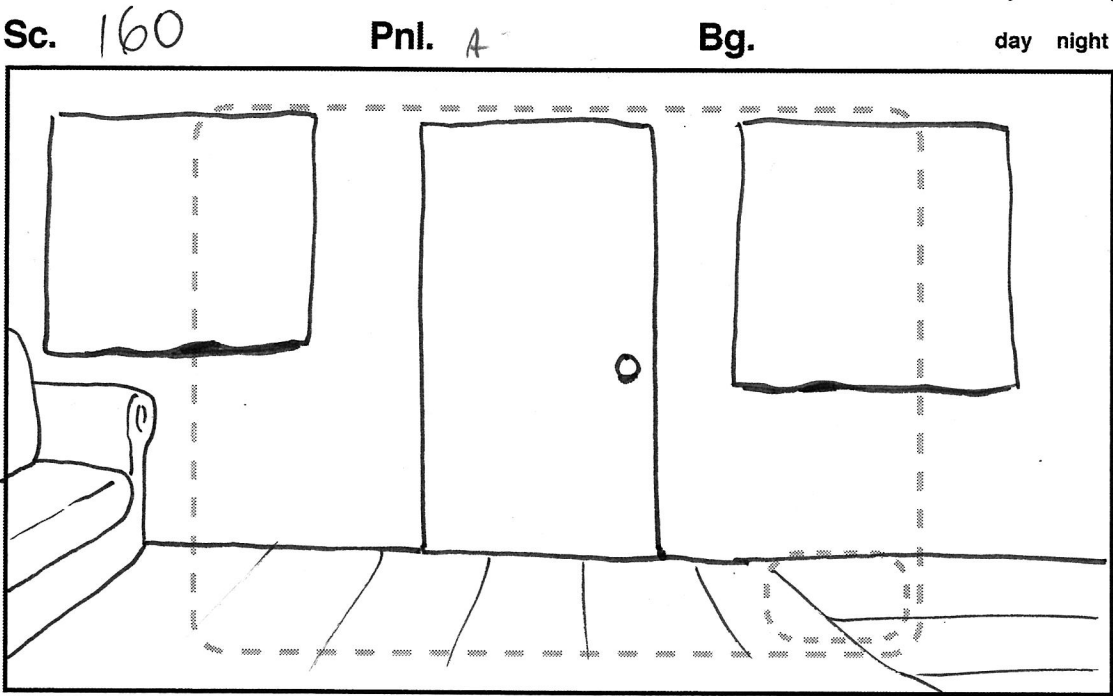
Action:

Timing:

EPISODE #  
1034-222

Production:

ADVENTURE TIME



Dialog:

SFX: \* FOOTSTEPS \*

(PB) we're home!

Action:

Timing:

1034-222

EPISODE #

Production:

# ADVENTURE TIME

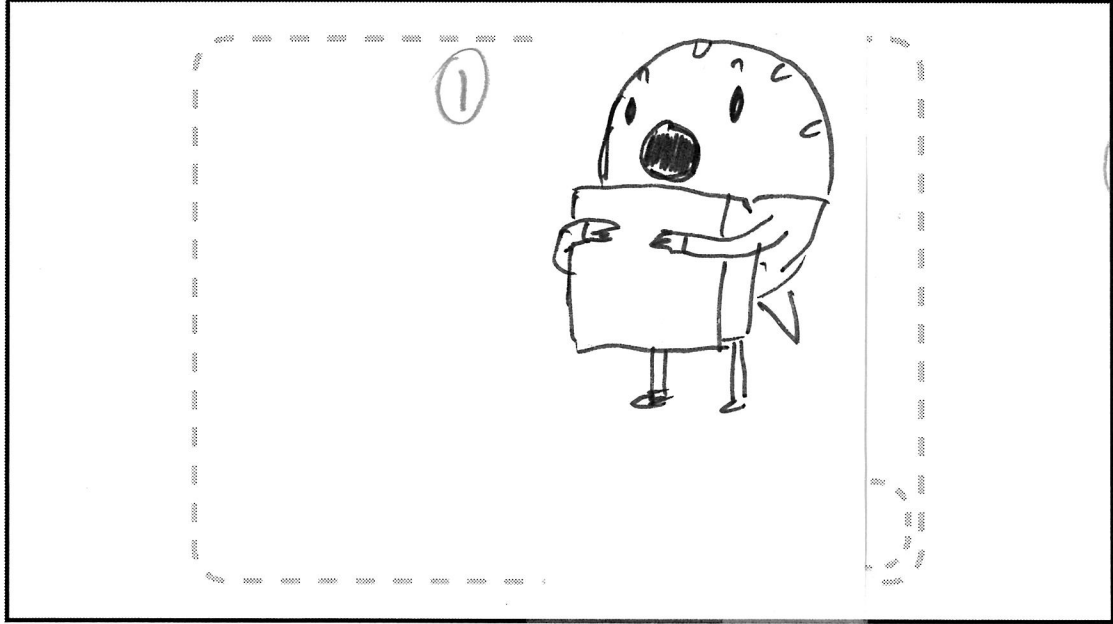


Sc. 161

Pnl. A

Bg.

day night

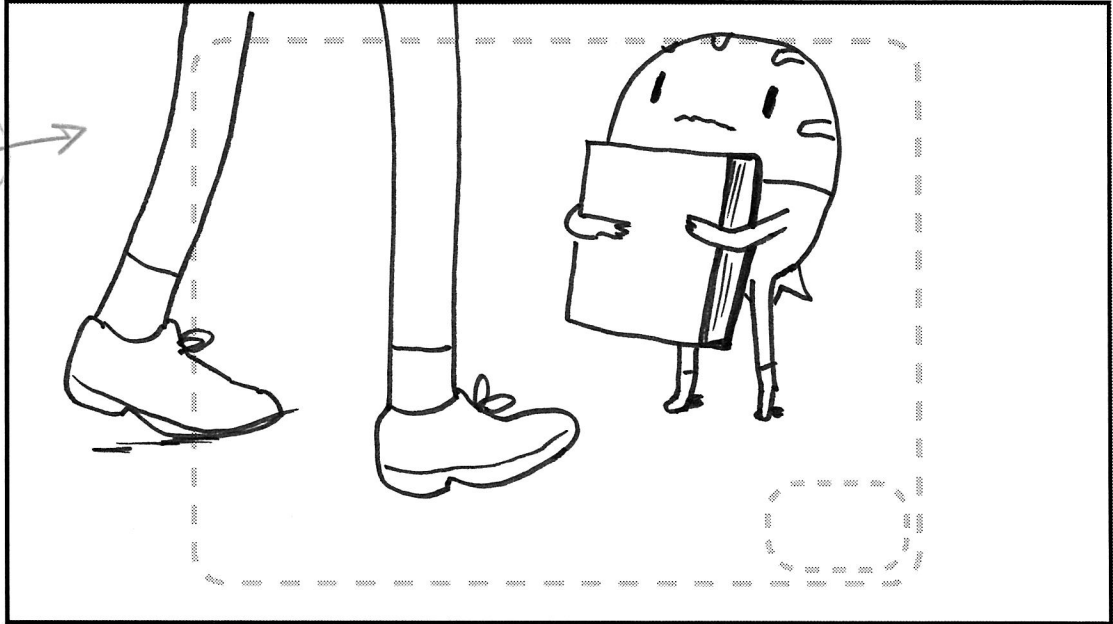


Sc. 161

Pnl. B

Bg.

day night



Dialog:

P1 Gasp!

Action:



Timing:

PB Is the lab ready?

- PB Legs & Shoes IN

EPISODE #

1034-222

Production:

ADVENTURE TIME



Sc. 161 Pnl. Bg. day night

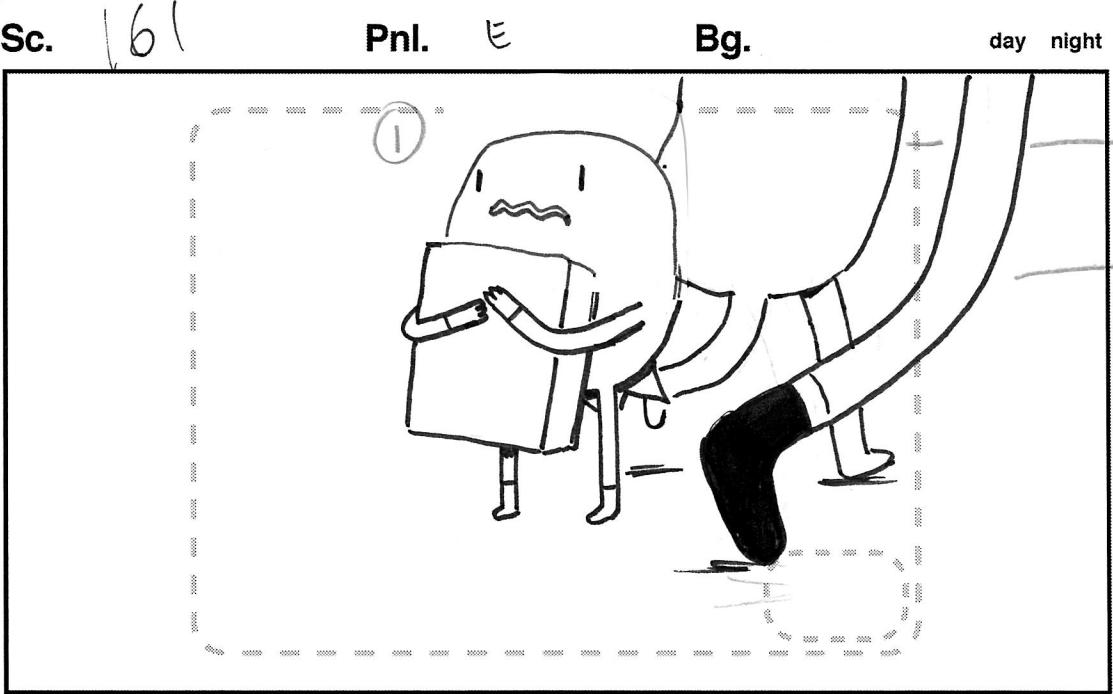
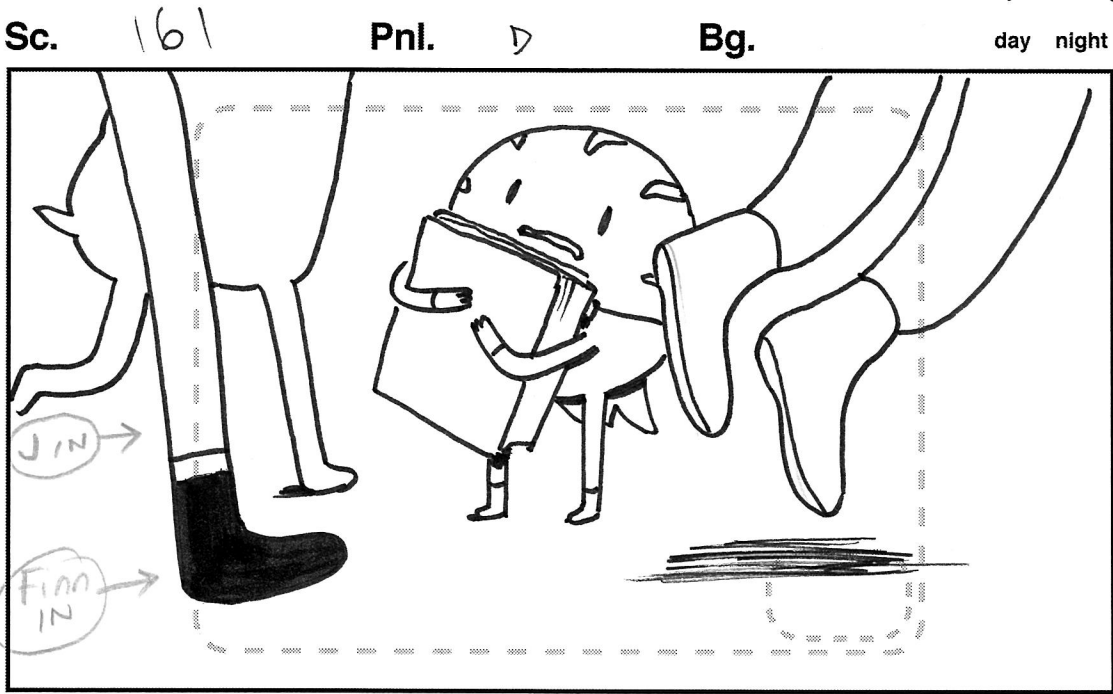
Sc. 161 Pnl. c Bg. day night

|         |                                     |
|---------|-------------------------------------|
| Dialog: | <p>(Pep) of course!</p>             |
| Action: | <p>marcy floats in PB walks out</p> |
| Timing: |                                     |

EPISODE # 1034-222

Production:

ADVENTURE TIME



Dialog:  
(Pep) .. is HE here?

Action:  
Finn & Jake walk IN. Jake walks Behind Pep. Finn walks in front

Timing:

EPISODE # 1034-222

Production:

ADVENTURE TIME



Sc. 161

Pnl. 5

Bg.

day night

Sc. 161

Pnl. 6

Bg.

day night

Dialog: (Pep) HO~~~~~→! (gasp)

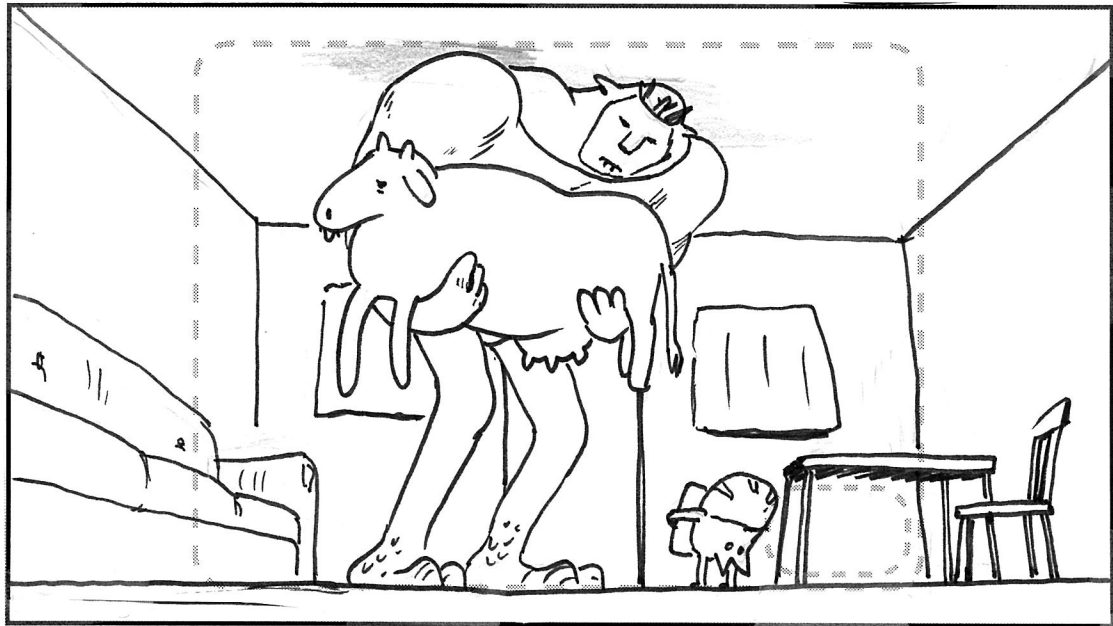
Action:

Timing:

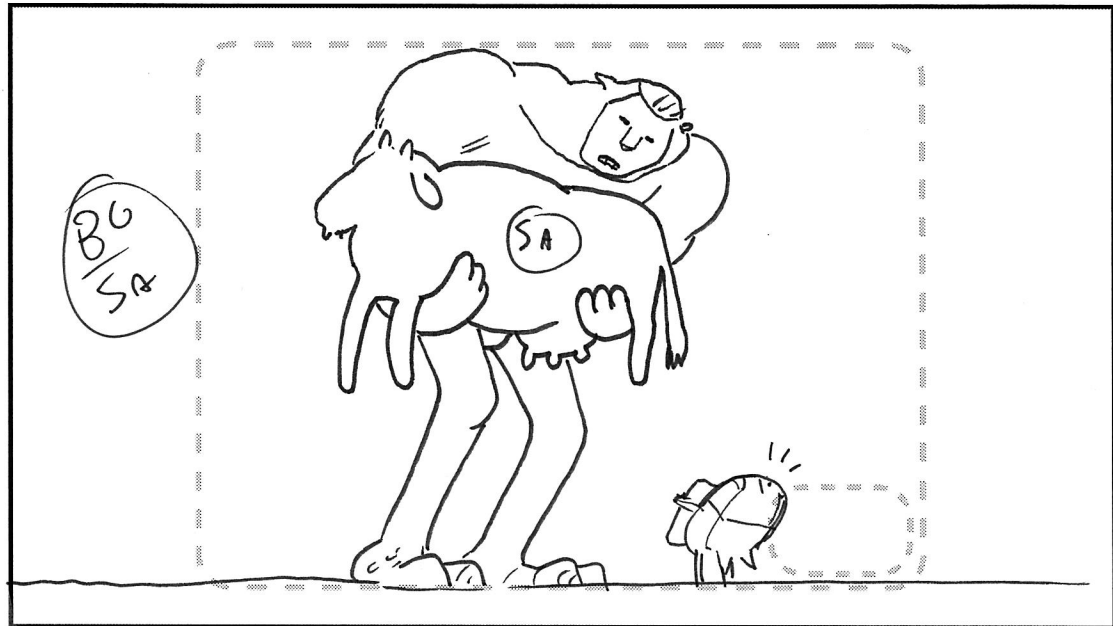
ADVENTURE TIME



Sc. 162 Pnl. A Bg. day night



Sc. 162 Pnl. B Bg. day night



|         |                              |
|---------|------------------------------|
| Dialog: | (VK) hey.                    |
| Action: | -VK STANDS CRAMPED IN CABIN. |
| Timing: |                              |

EPISODE # 1034-222  
Production:



ADVENTURE TIME

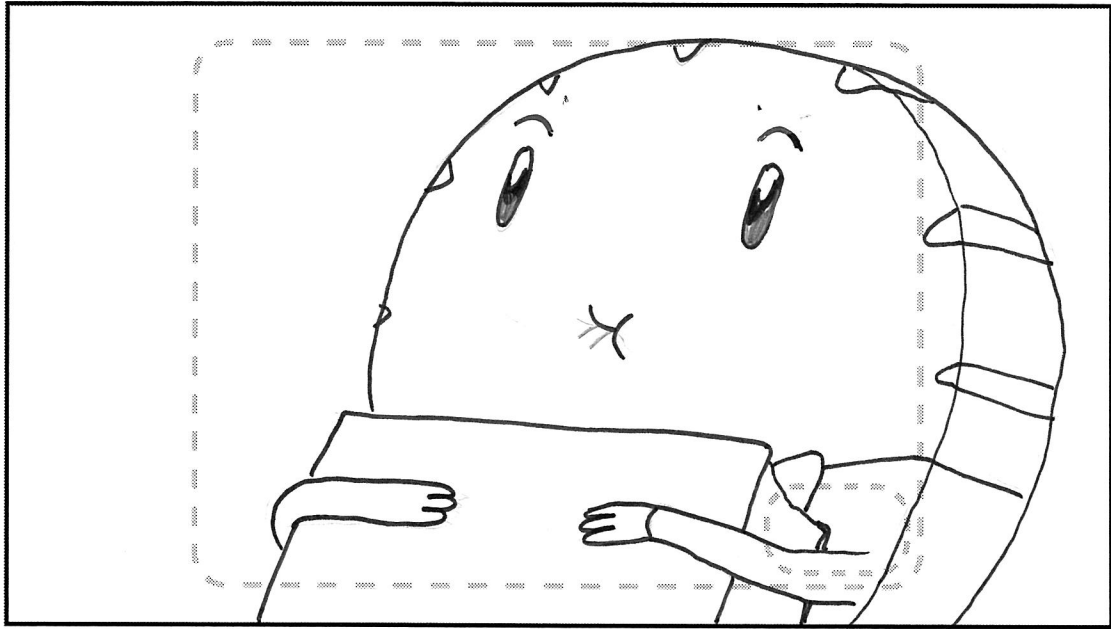


Sc. 163

Pnl. A

Bg.

day night

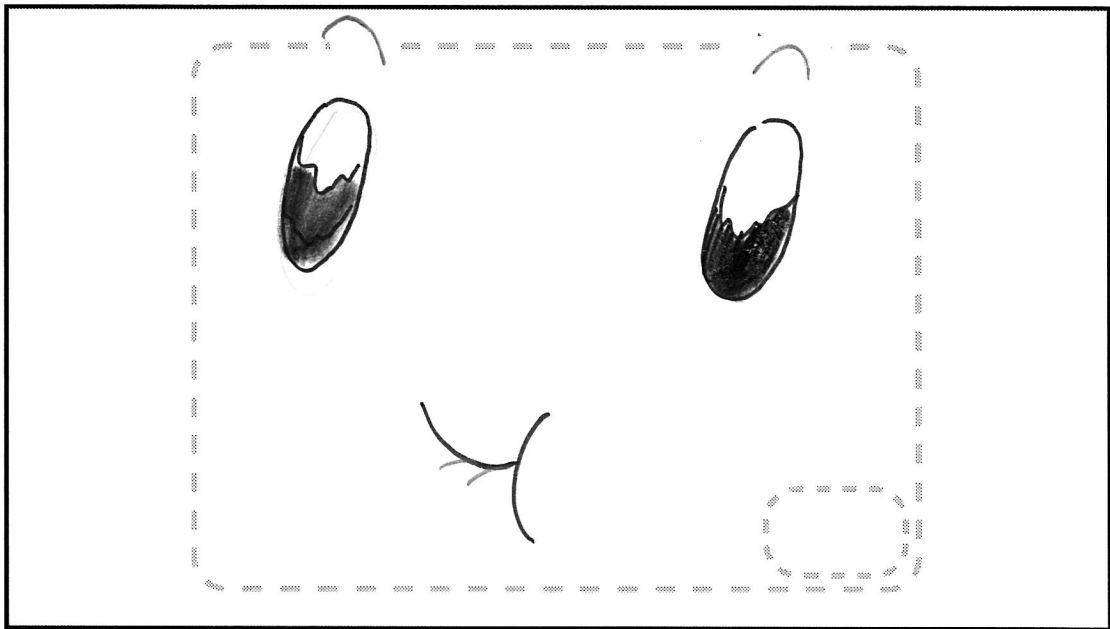


Sc. 164

Pnl. A

Bg.

day night



|         |  |
|---------|--|
| Dialog: | <p>(Pep) (vo) AAhh!</p> <p>(Pep) (vo) say something. Ask him to sign the book!</p> |
| Action: | <p>pep eyeballs shimmer</p>  |
| Timing: |  |

ADVENTURE TIME

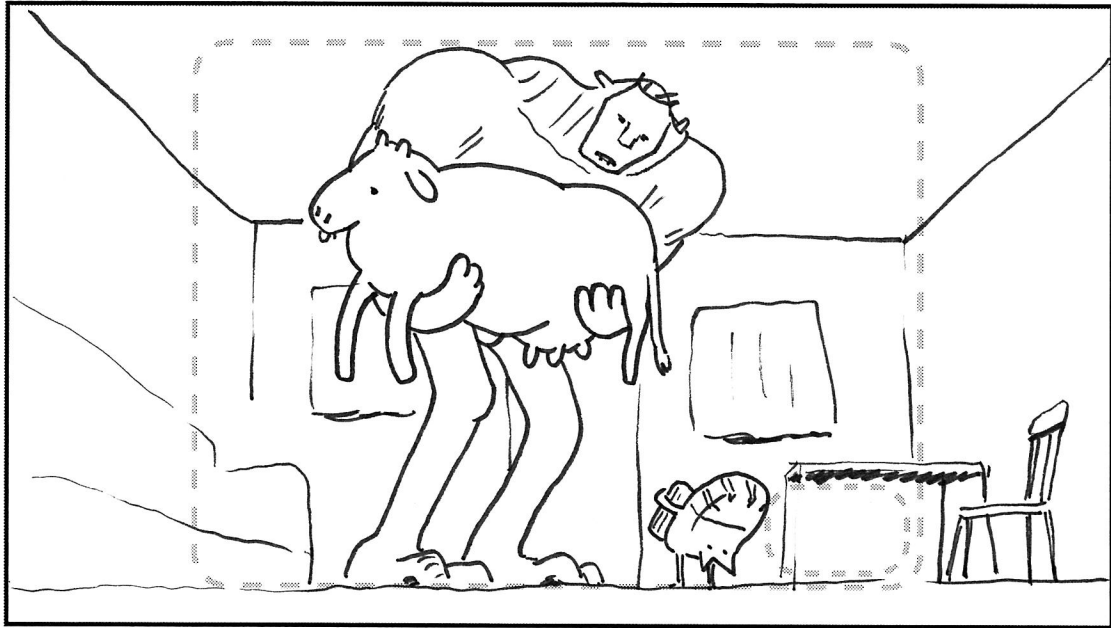


Sc. 165

Pnl. A

Bg.

day night

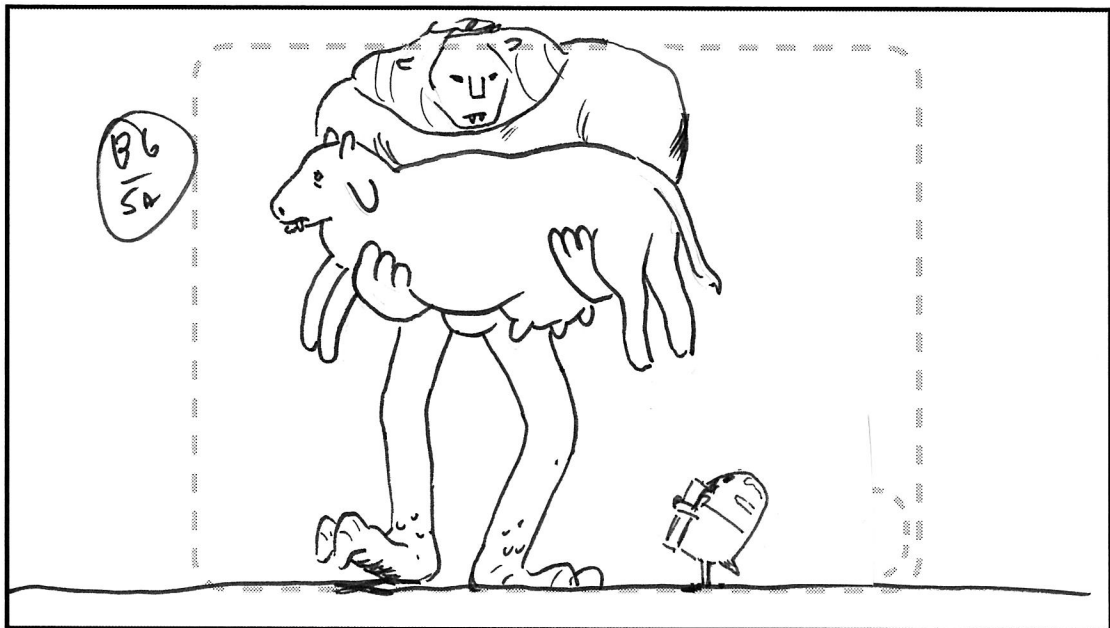


Sc. 165

Pnl. B

Bg.

day night



Dialog:

VK: Uh ...

(Pep) (Vo) DO IT!

Action:

-VK TURNS.

Timing:

EPISODE #

Production:

1034-222

ADVENTURE TIME

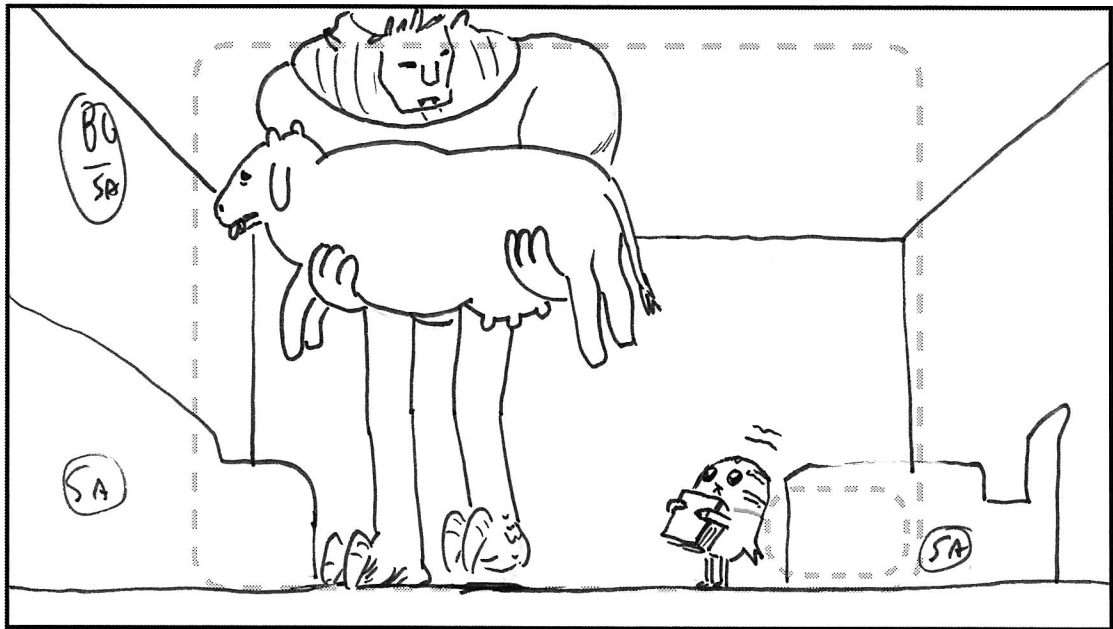


Sc. 165

Pnl. C

Bg.

day night

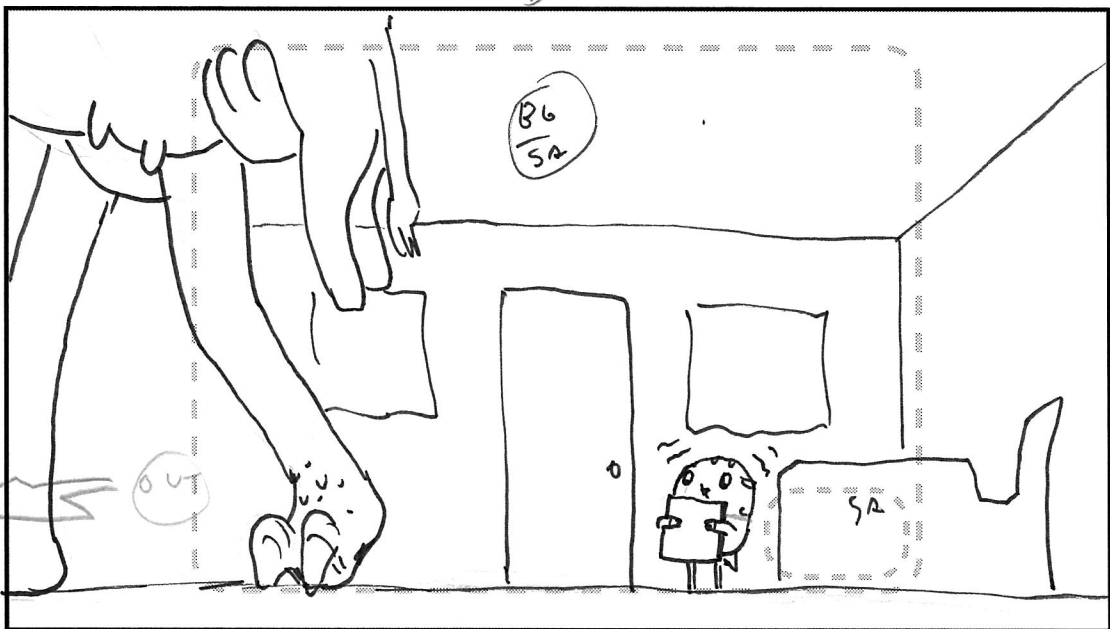


Sc. 165

Pnl. D

Bg.

day night



|         |                                       |
|---------|---------------------------------------|
| Dialog: | ! (Pep) (VO) oh no, he's getting away |
| Action: | -VK keeps eyes on pep as he walks O/S |
| Timing: |                                       |

Production:

EPISODE #

1034-222

# ADVENTURE TIME



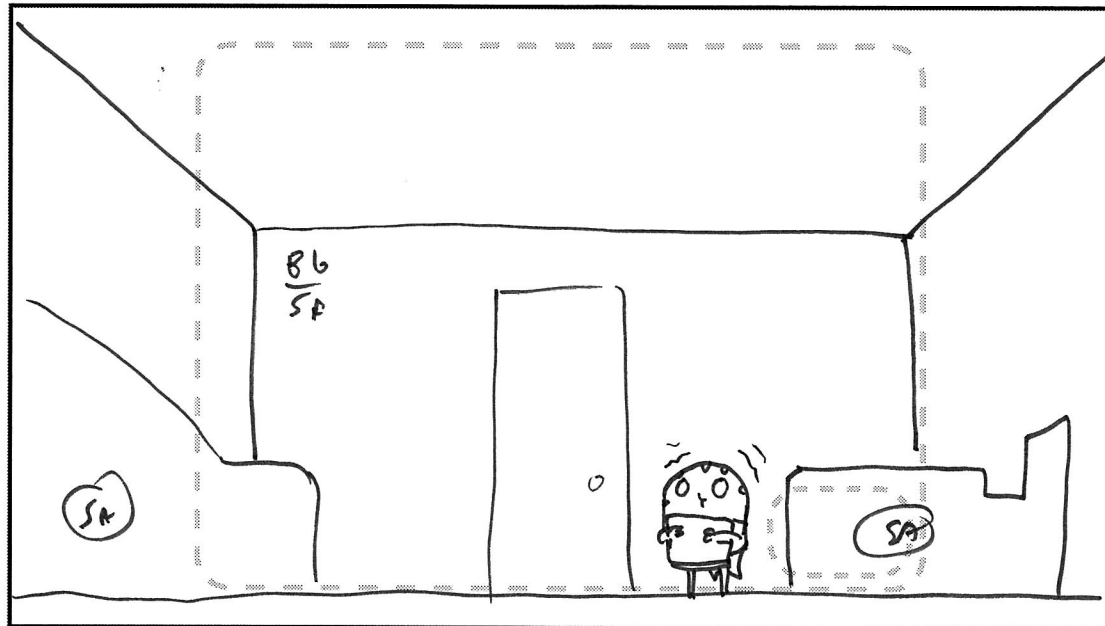
Page 197

Sc. 165

Pnl. E

Bg.

day night

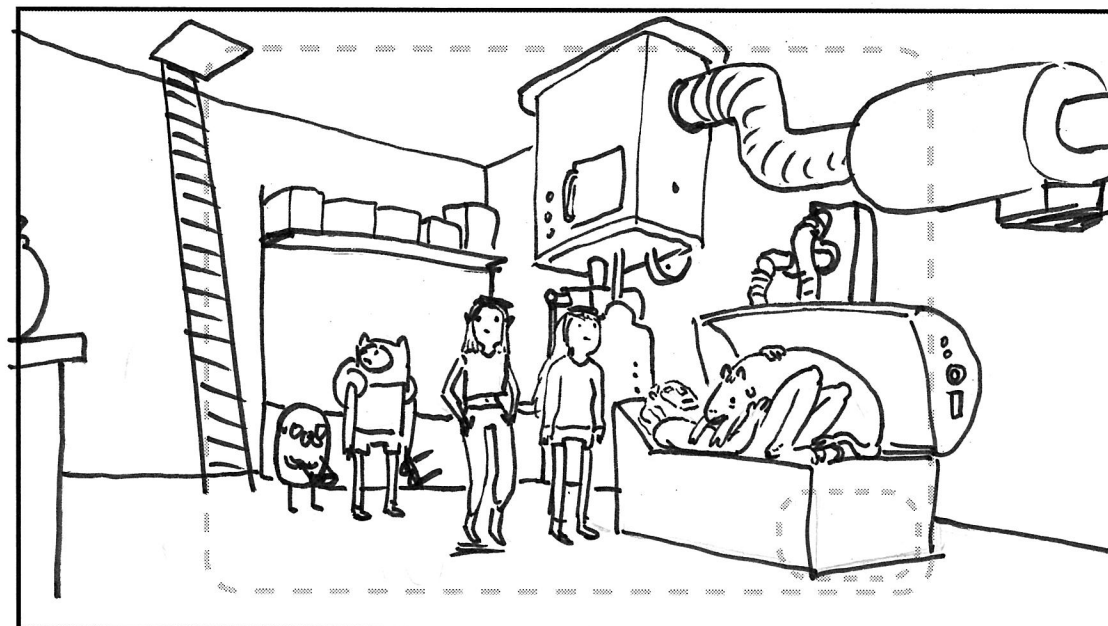


Sc. 166

Pnl. A

Bg.

day night



## Dialog:

(0/5)  
Sfx \*VK steps down ladder.  
Ladder creak.\*

(Pep) (05) WAIT!!

## Action:

- Lab. Everyone but pep has safety goggles on their head or in hand.

## Timing:

1034-222

EPISODE #

Production:

ADVENTURE TIME

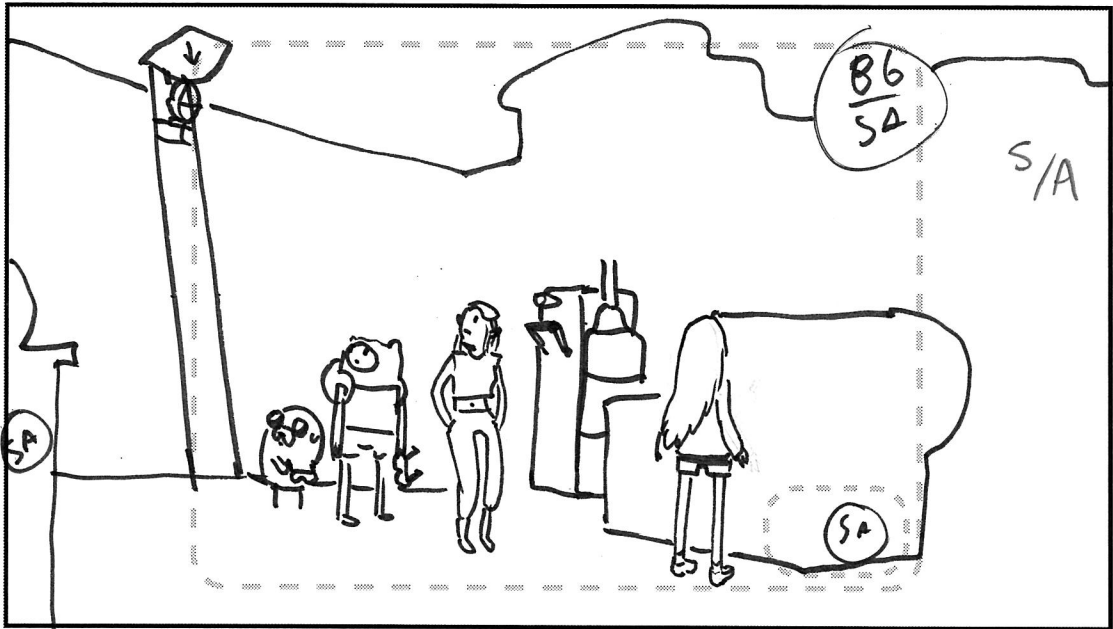


Sc. 166

Pnl. 8

Bg.

day night



Sc. 166

Pnl. C

Bg.

day night



|         |   |
|---------|---|
| Dialog: | (Pep) just a sec -  |
| Action: | - PEPBUT CLIMBS DOWN LADDER.<br>- pep climbs down ladder pushes way through F&J |
| Timing: |   |

EPISODE # 1034-222

Production:

ADVENTURE TIME

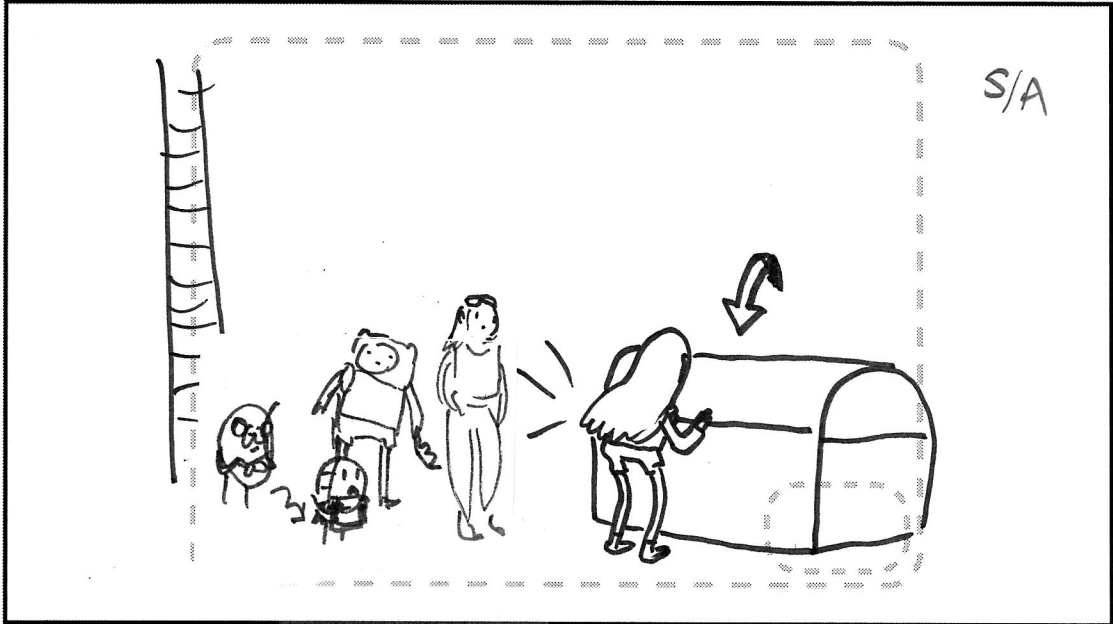


Sc. 166

Pnl. D

Bg.

day night

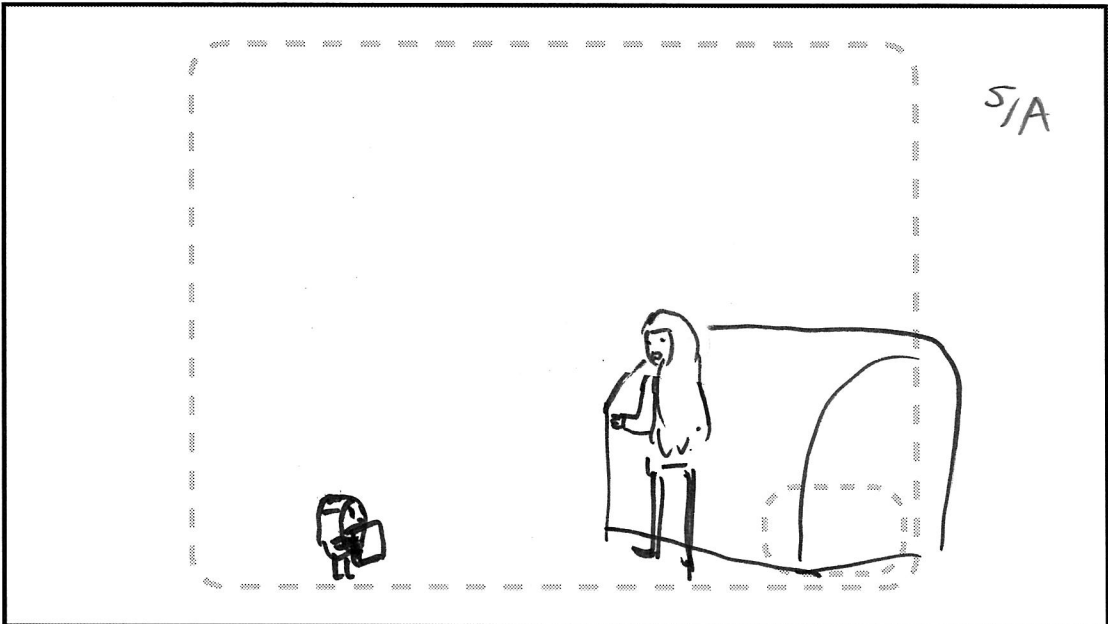


Sc. 166

Pnl. E

Bg.

day night



|         |                     |                       |
|---------|---------------------|-----------------------|
| Dialog: | (sfx) Clang!        | (PB) sorry, too late. |
| Action: | -PB SLAMS LID SHUT. |                       |
| Timing: |                     |                       |

ADVENTURE TIME



Sc. 167 Pnl. A Bg. day night

Sc. 168 Pnl. A Bg. day night

|         |              |                                       |
|---------|--------------|---------------------------------------|
| Dialog: | (Pep) (sigh) | (VK) (2) (V6) Hey. Peppermint Butler. |
| Action: |              |                                       |
| Timing: |              | - VK SPEAKS TELEPATHICALLY.           |

EPISODE # 1034-222

Production:



ADVENTURE TIME

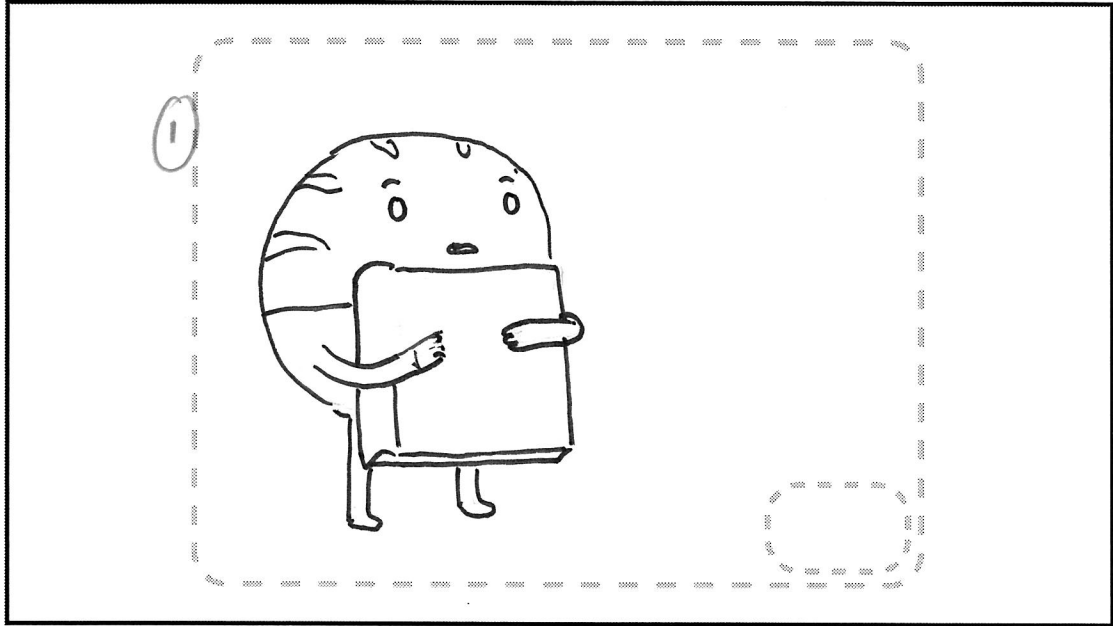


Sc. 169

Pnl. A

Bg.

day night

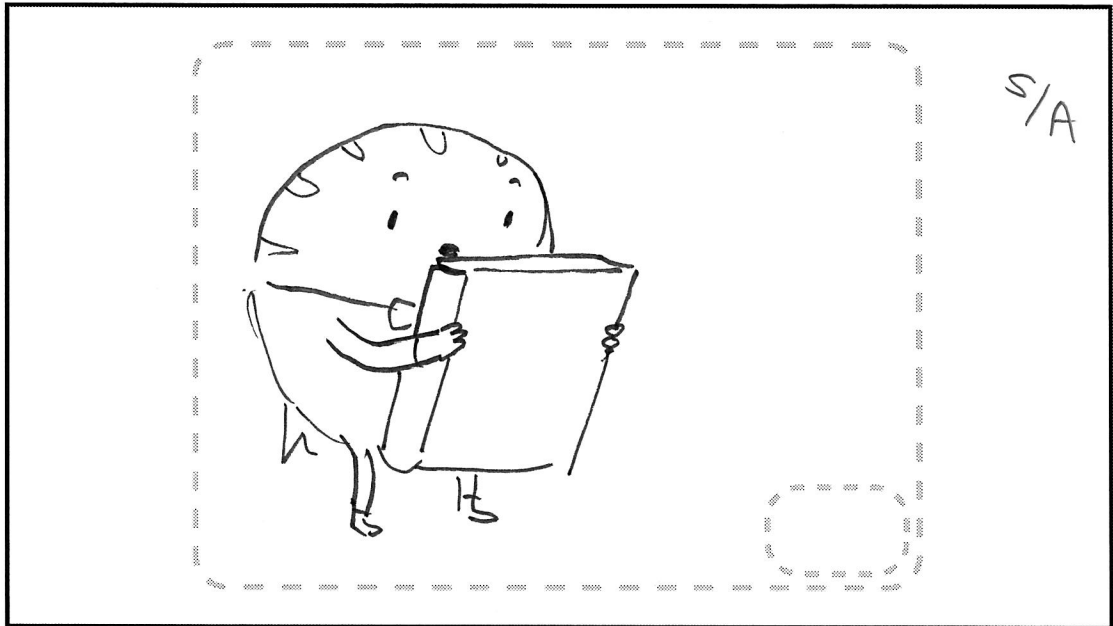


Sc. 169

Pnl. B

Bg.

day night



Dialog:

VK (vo) I can hear your brains.

VK (vo) Look inside your book.

Action:



Timing:

EPISODE #

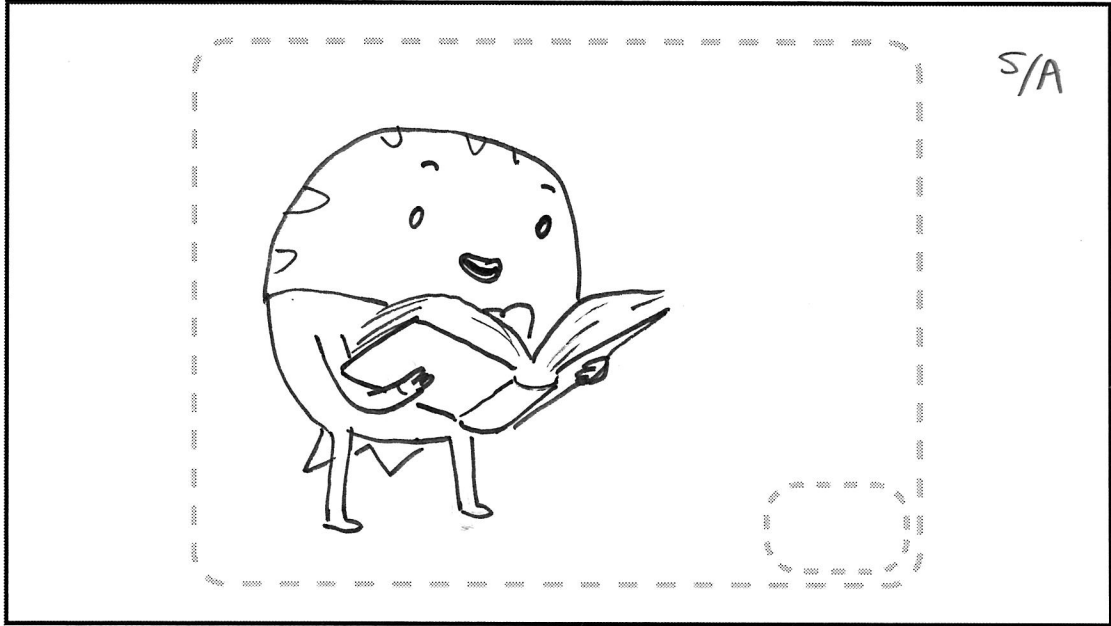
Production:

1034-222

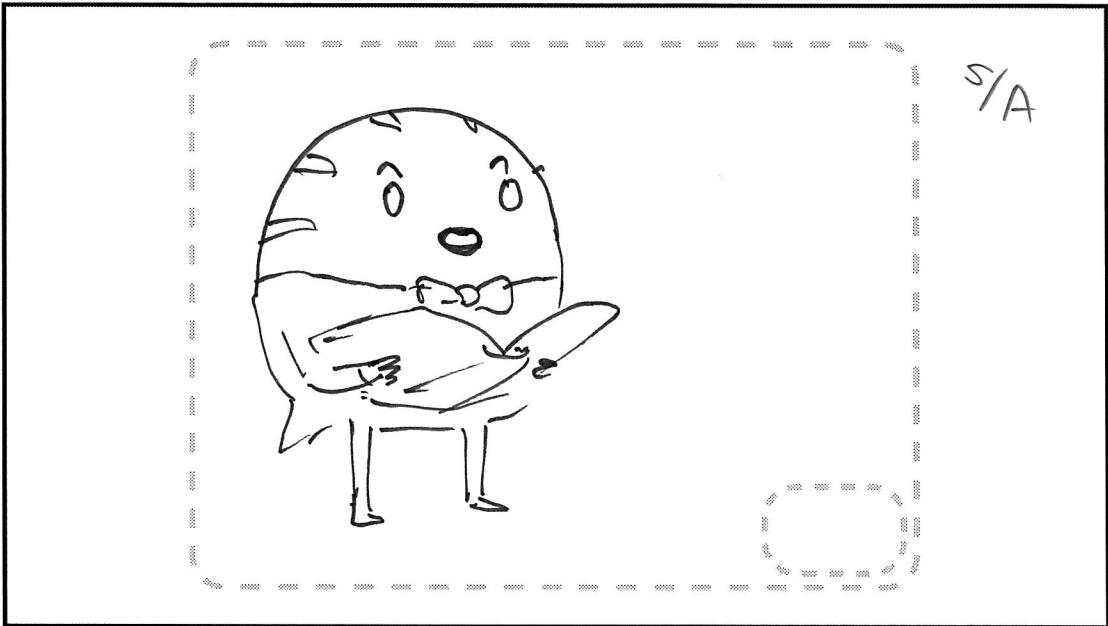
ADVENTURE TIME



Sc. 169 Pnl. C Bg. day night



Sc. 169 Pnl. 3 D Bg. day night



|                                   |   |
|-----------------------------------|---|
| Dialog:                           |   |
| <u>(PeP)</u> A psychic autograph! | <u>(PeP)</u> thank you, your dark n <sup>ess</sup><br><u>(PB)</u> (cuts him off)<br>OK! |
| Action:                           |   |
| Timing:                           |   |

1034-222

EPISODE #

Production:

ADVENTURE TIME

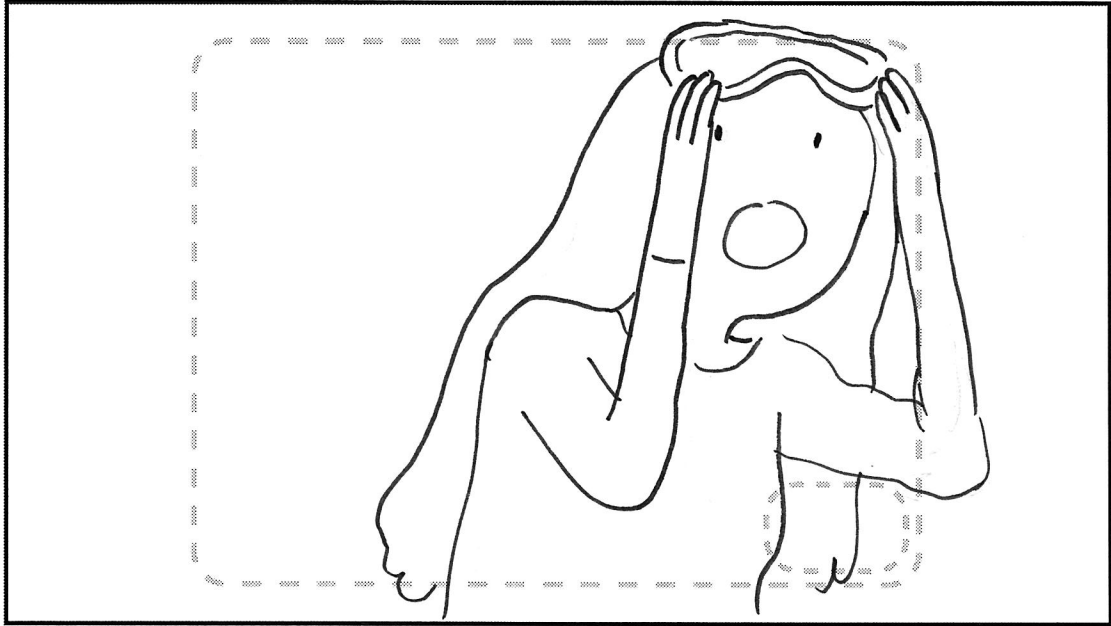


Sc. 170

Pnl. A

Bg.

day night

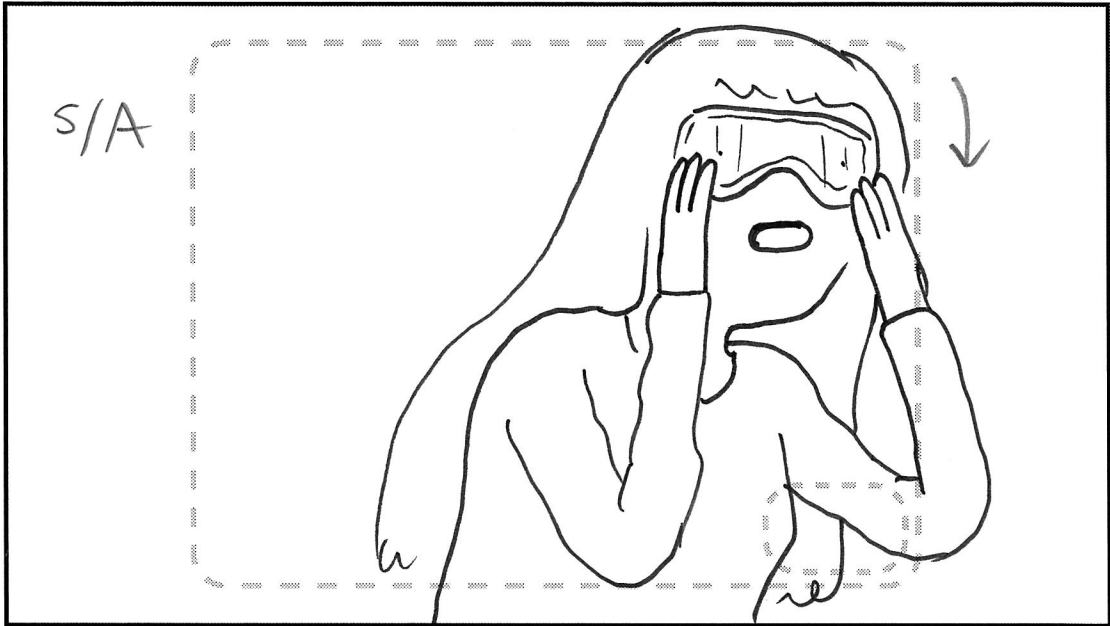


Sc. 170

Pnl. B

Bg.

day night



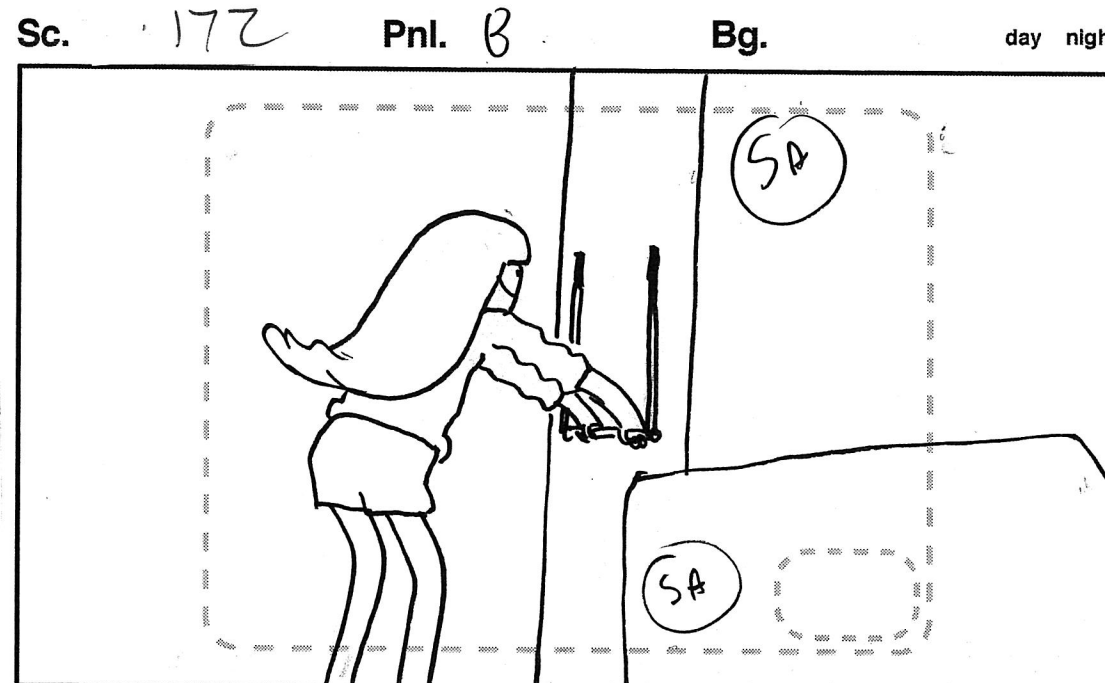
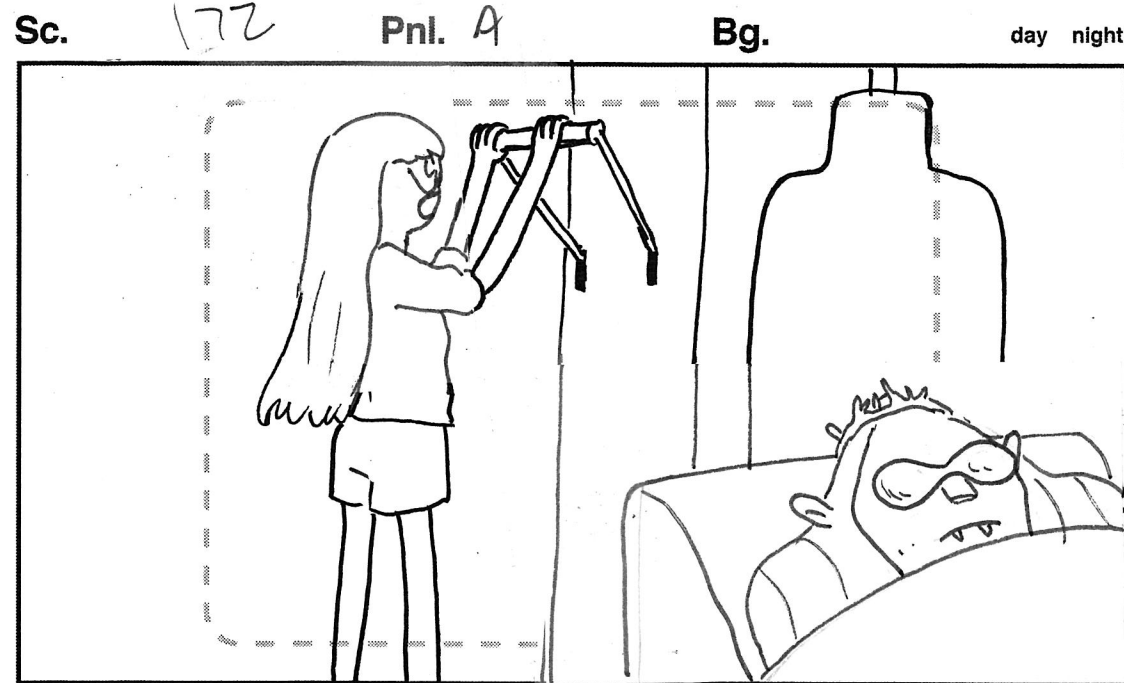
|         |                                |
|---------|--------------------------------|
| Dialog: | (PB) Shields down, every body! |
| Action: | - PB LOWER GOGGLES             |
| Timing: |                                |

EPISODE # 1034-222  
Production:

# ADVENTURE TIME



Page 204  
day night



Dialog: PB Here we go!

~~SA~~ ((SHOOP))

Action: -PB PULLS LEVER.

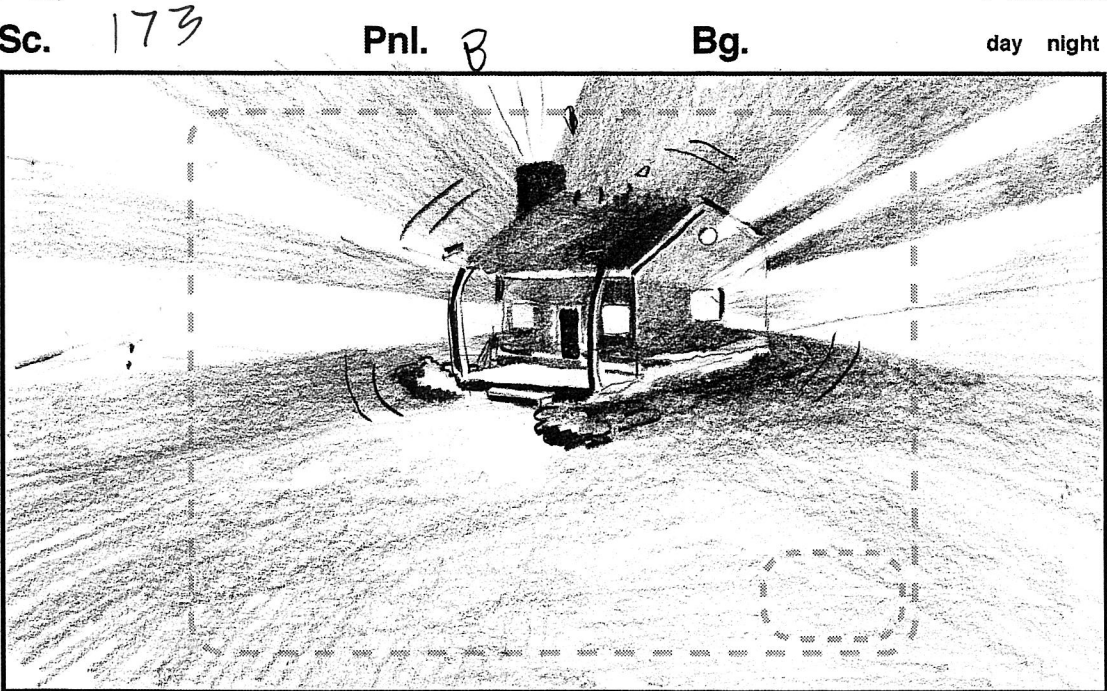
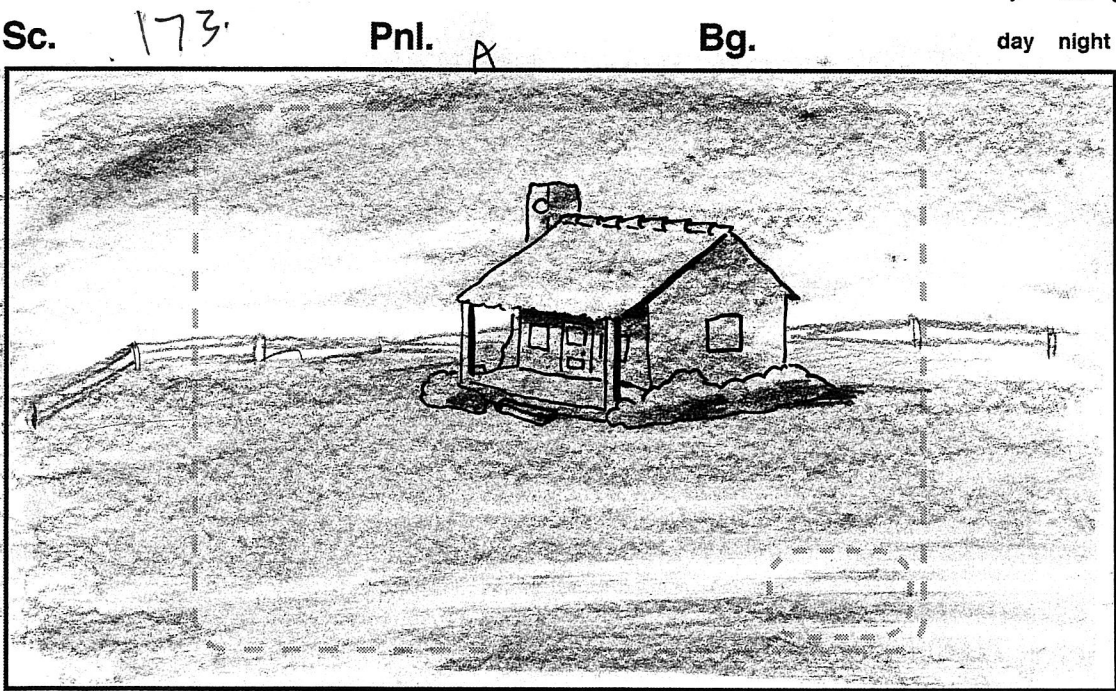
Timing:

1034-222

EPISODE #

Production:

ADVENTURE TIME

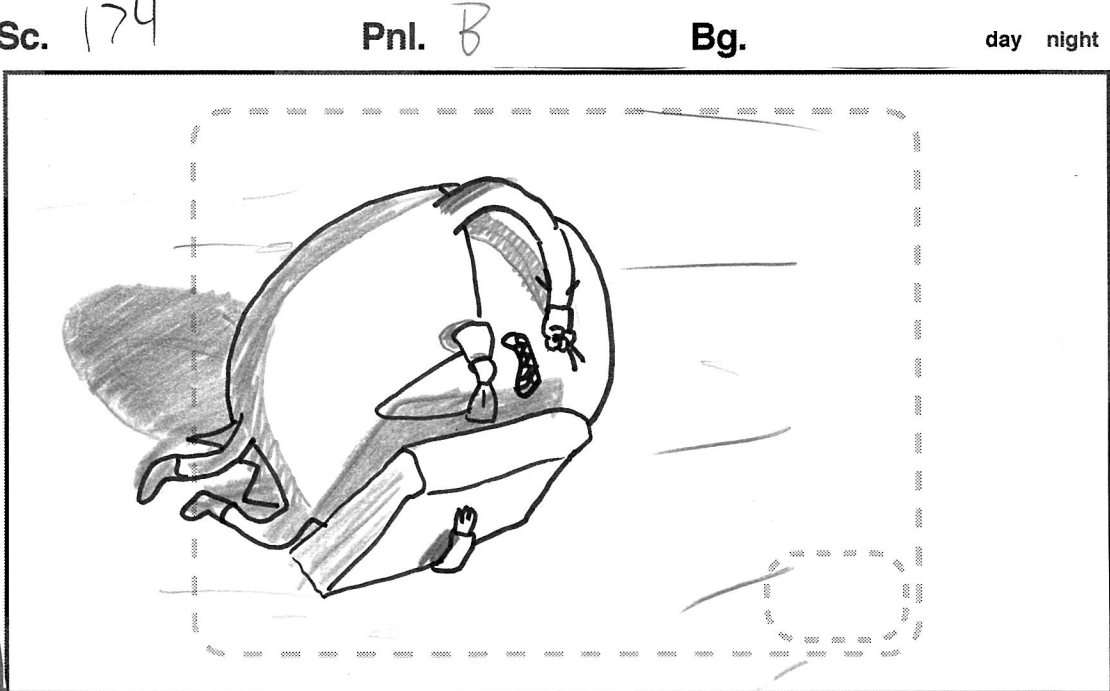
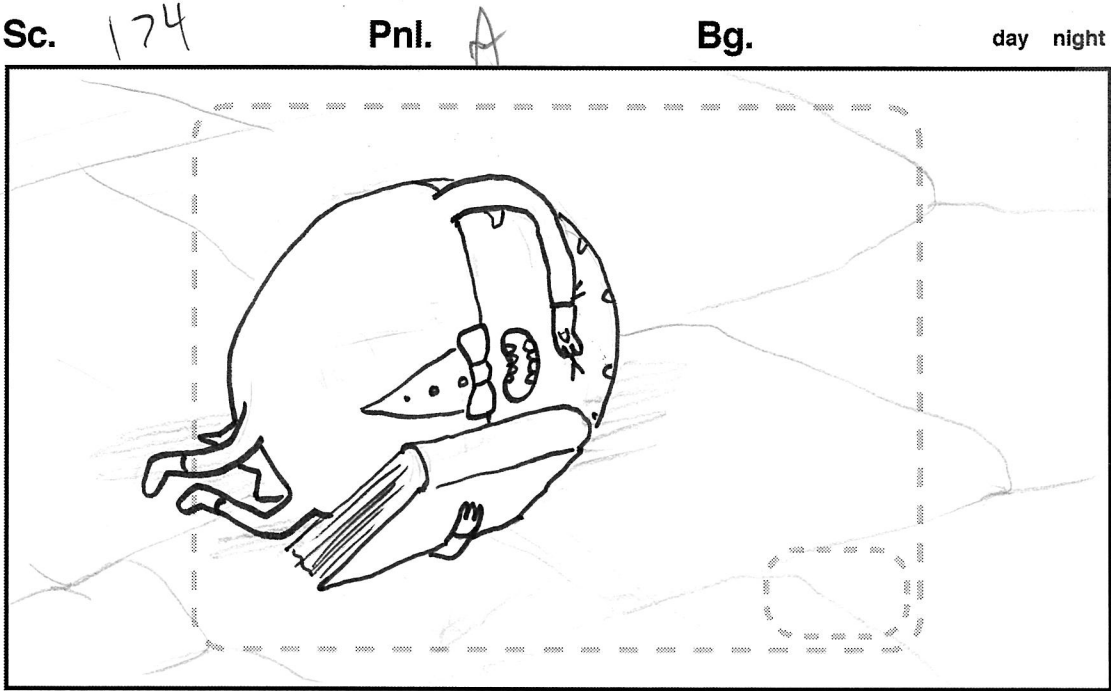


|         |   |
|---------|---|
| Dialog: | <p><u>SFX</u> BOOM</p> <p><u>Pep Butler</u> (OS) MY EYESSSS!!</p> |
| Action: |   |
| Timing: |   |

EPISODE # 1034-222

Production:

ADVENTURE TIME



Dialog:  
Peep aaughh —————→!

Action:  
— Peep put on floor as light flashes

Timing:

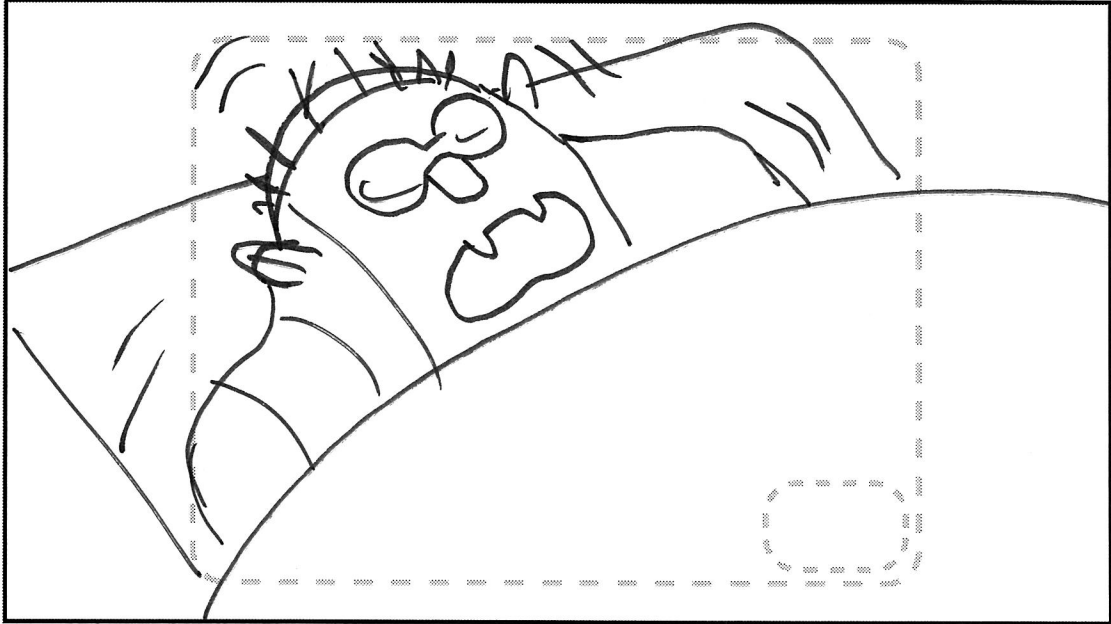
EPISODE # 1034-222

Production:

ADVENTURE TIME

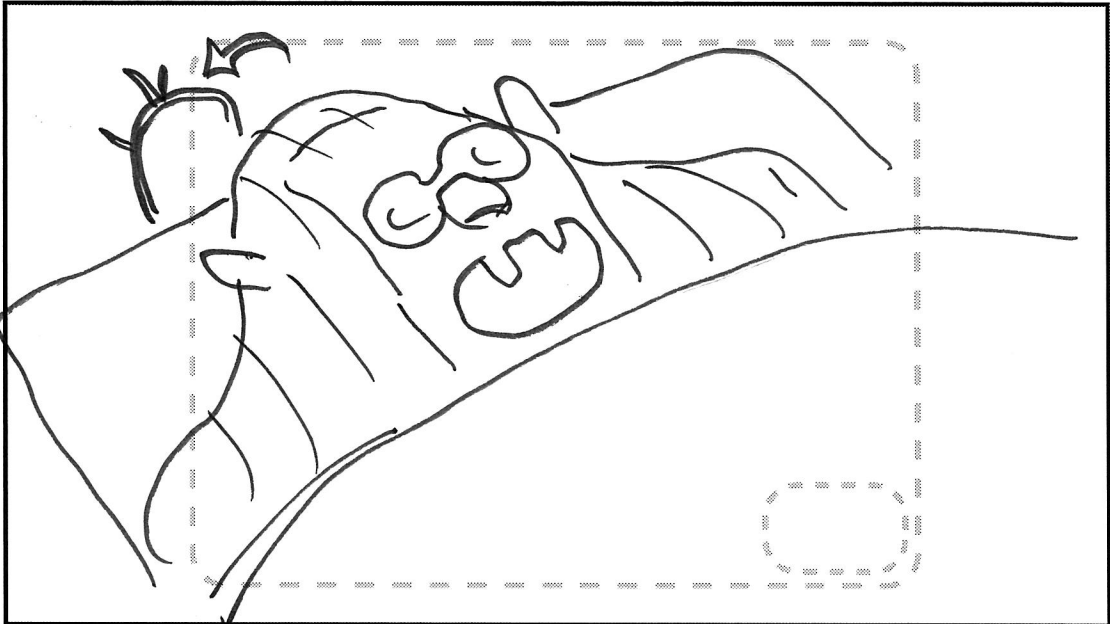


Sc. 175 Pnl. A Bg.



day night

Sc. 175 Pnl. B Bg.



day night

|         |                        |
|---------|------------------------|
| Dialog: | <p>VK: WHOOOAA</p>     |
| Action: | <p>Crown falls off</p> |
| Timing: |                        |

EPISODE # 1034-222

Production:

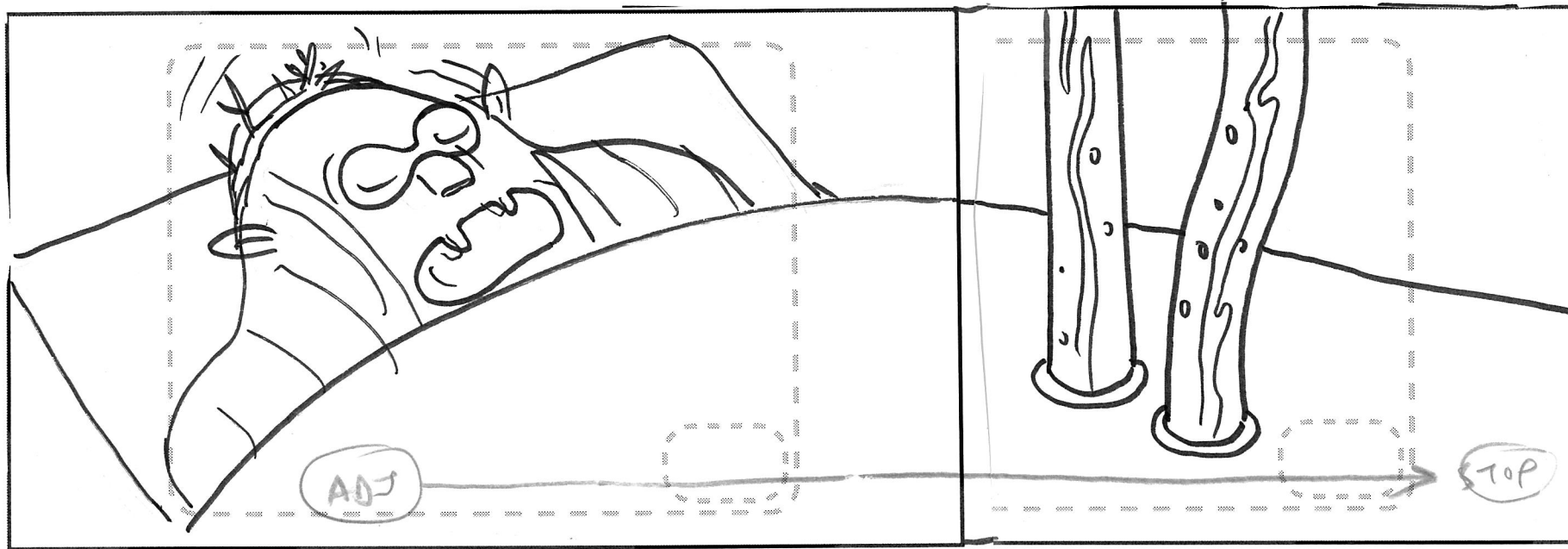


Sc. 179

Pal. C

208

1034-222

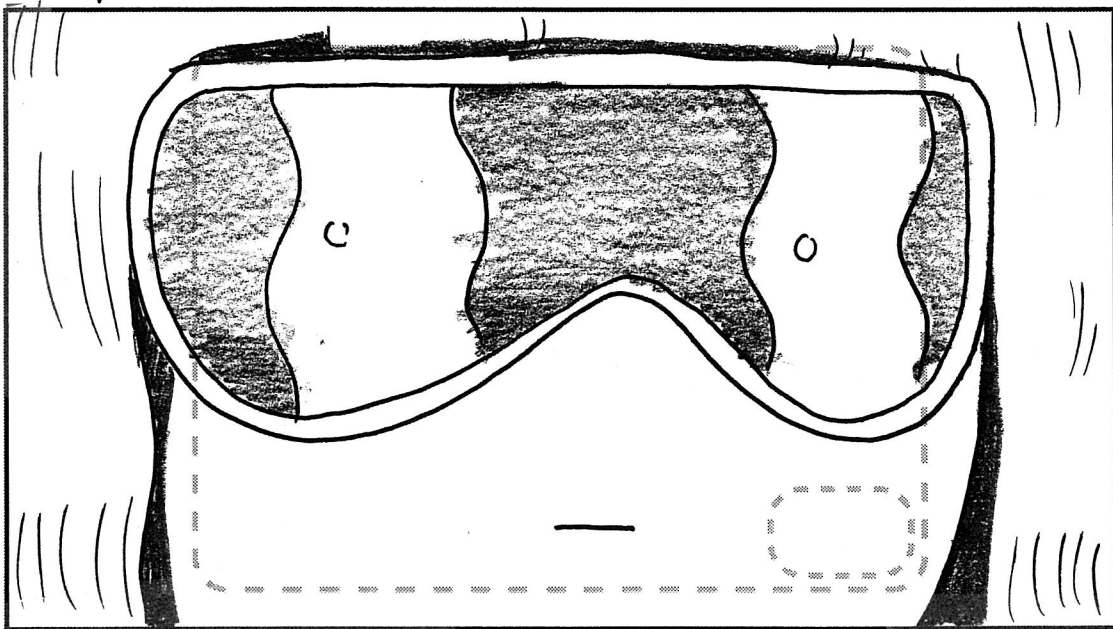


-PAN RIGHT TO  
TUBES

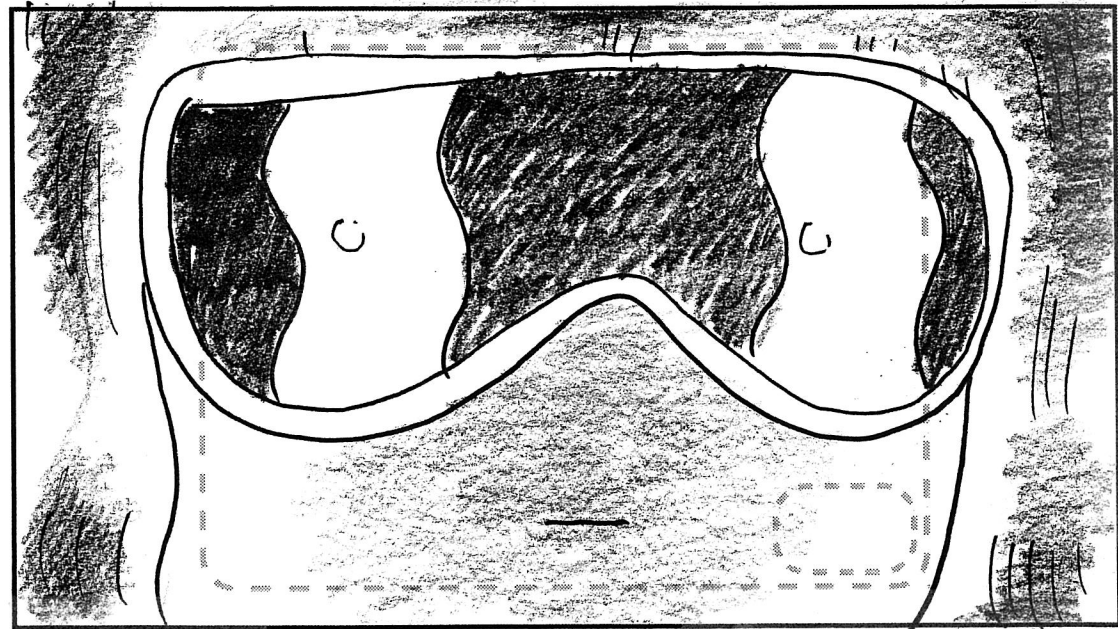
# ADVENTURE TIME



Sc. 176 Pnl. A Bg. day night



Sc. 176 Pnl. B Bg. day night



|         |
|---------|
| Dialog: |
| Action: |
| Timing: |

EPISODE # 1034-222  
Production:

# ADVENTURE TIME



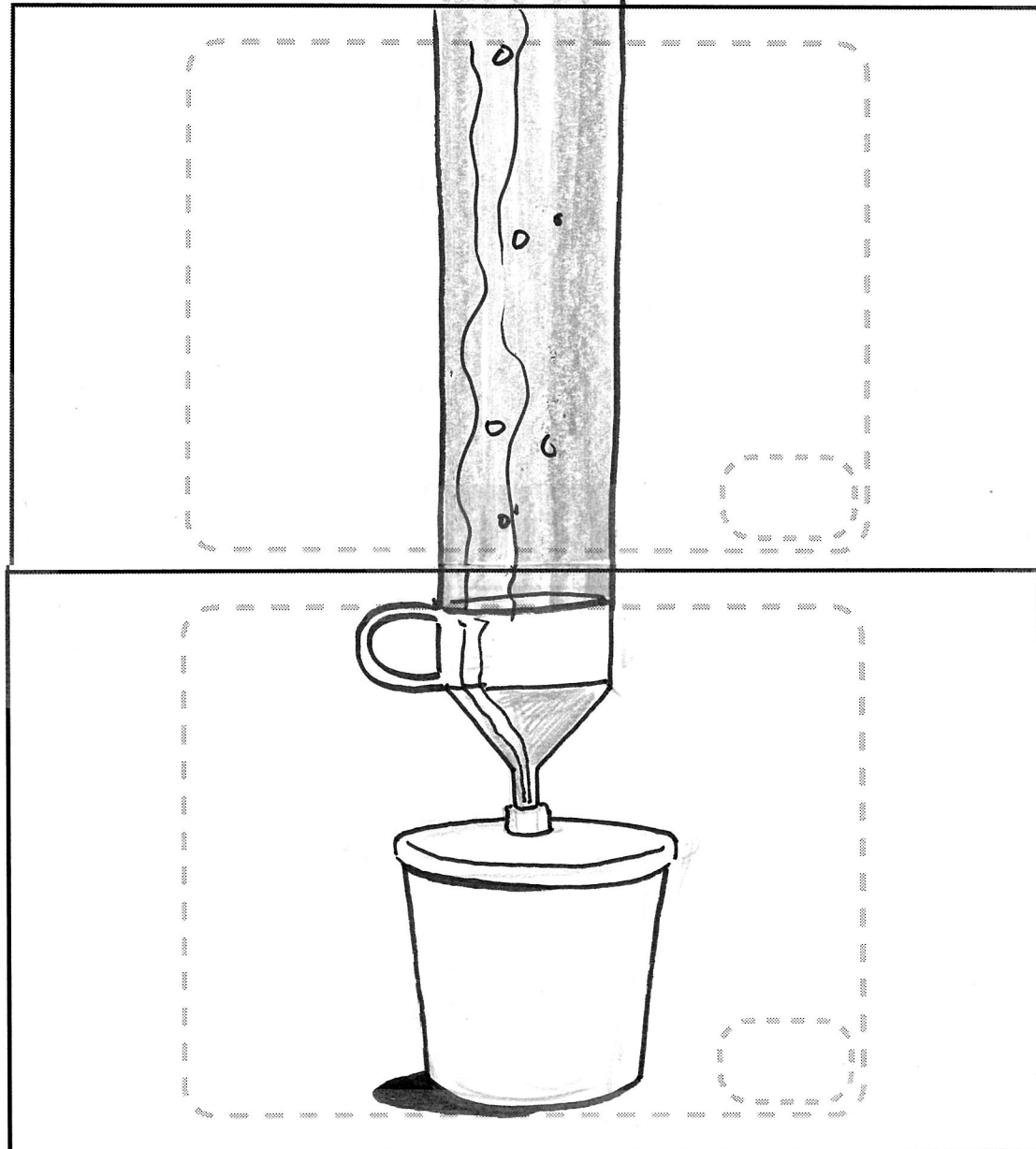
Page 210

Sc. 177

Pnl. A

Bg.

day night

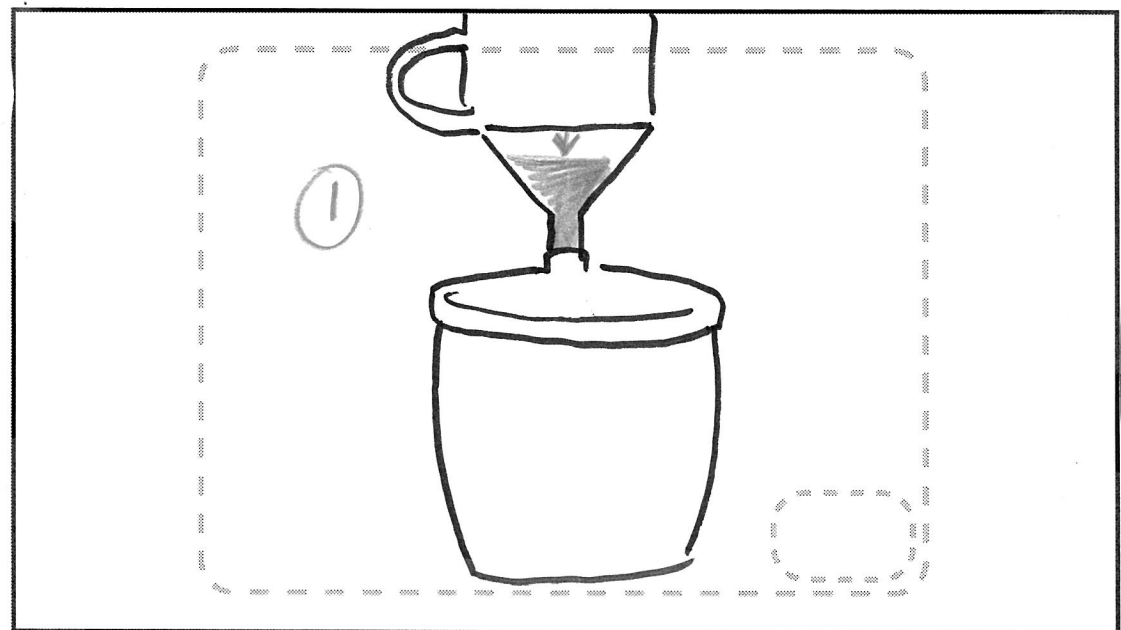


Sc. 177

Pnl. B

Bg.

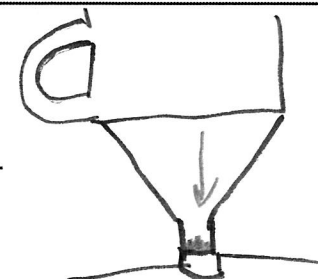
day night



sfx 6lub!

PAN  
↓

2



1034-222

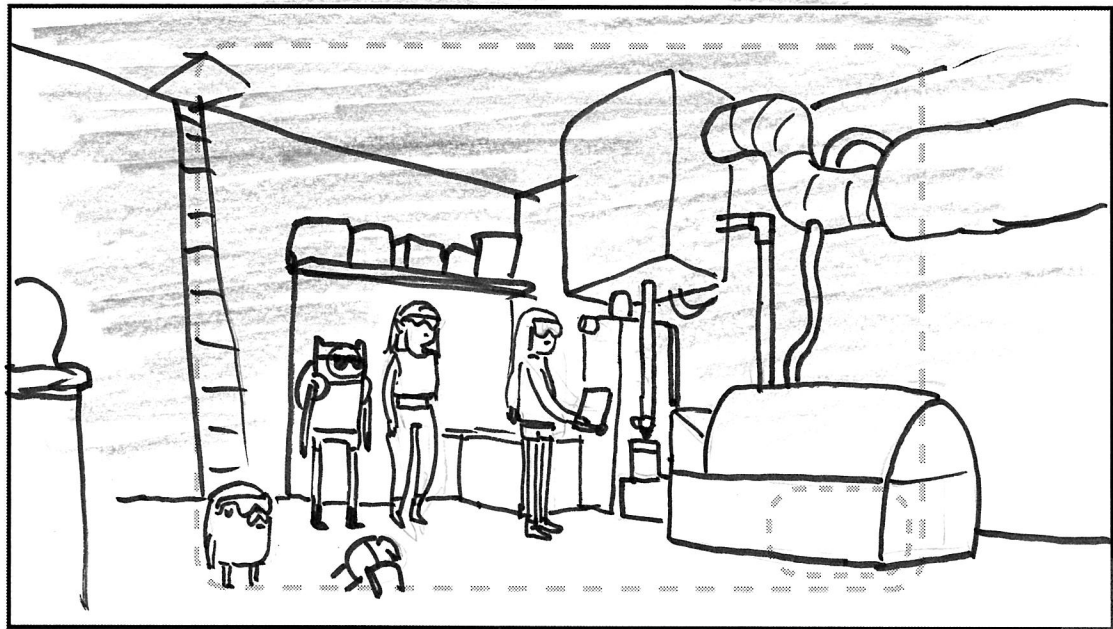
EPISODE #

Production:

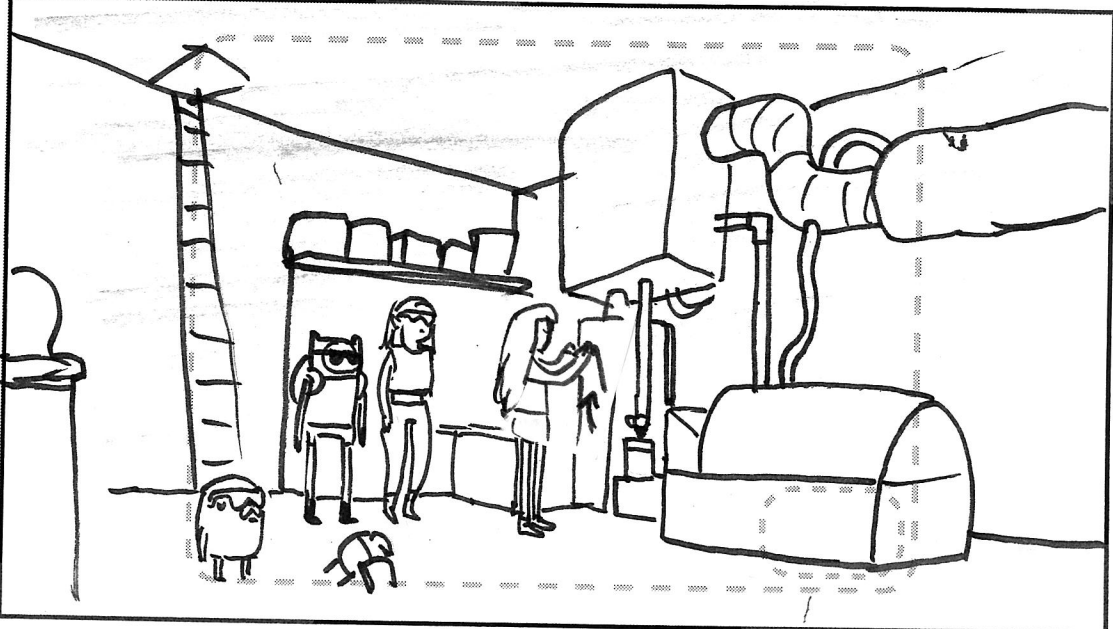
ADVENTURE TIME



Sc. 178 Pnl. A Bg. day night



Sc. 178 Pnl. B Bg. day night



|                            |
|----------------------------|
| Dialog:                    |
| (Sfx) Ding!                |
| Action:                    |
| -return to normal lighting |
| Timing:                    |

EPISODE # 1034-222  
Production:

ADVENTURE TIME

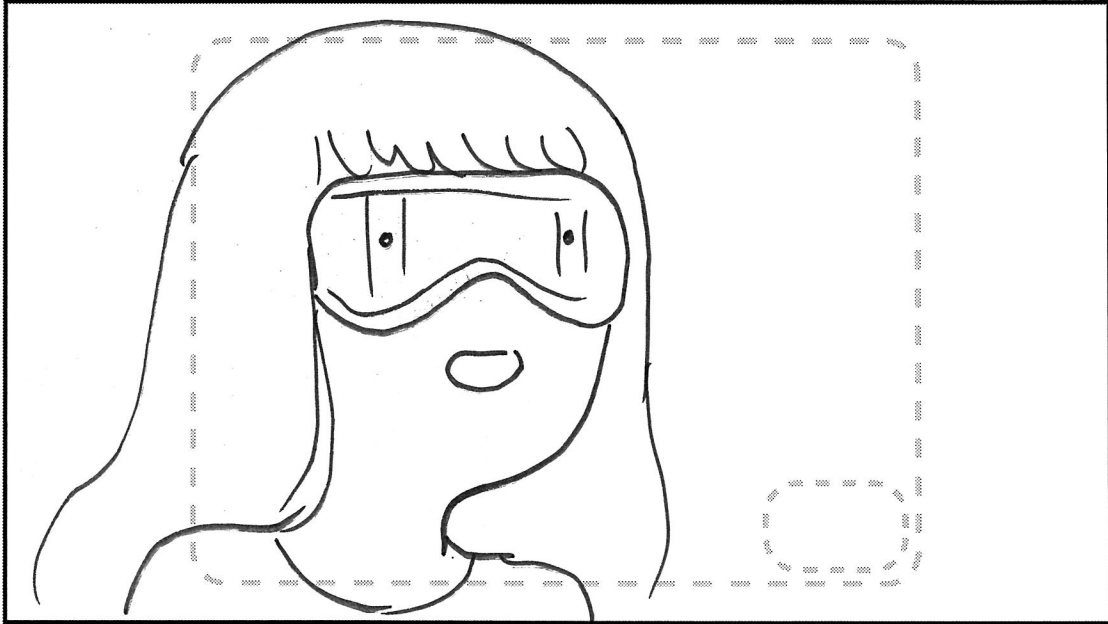


Sc. 179

Pnl. A

Bg.

day night

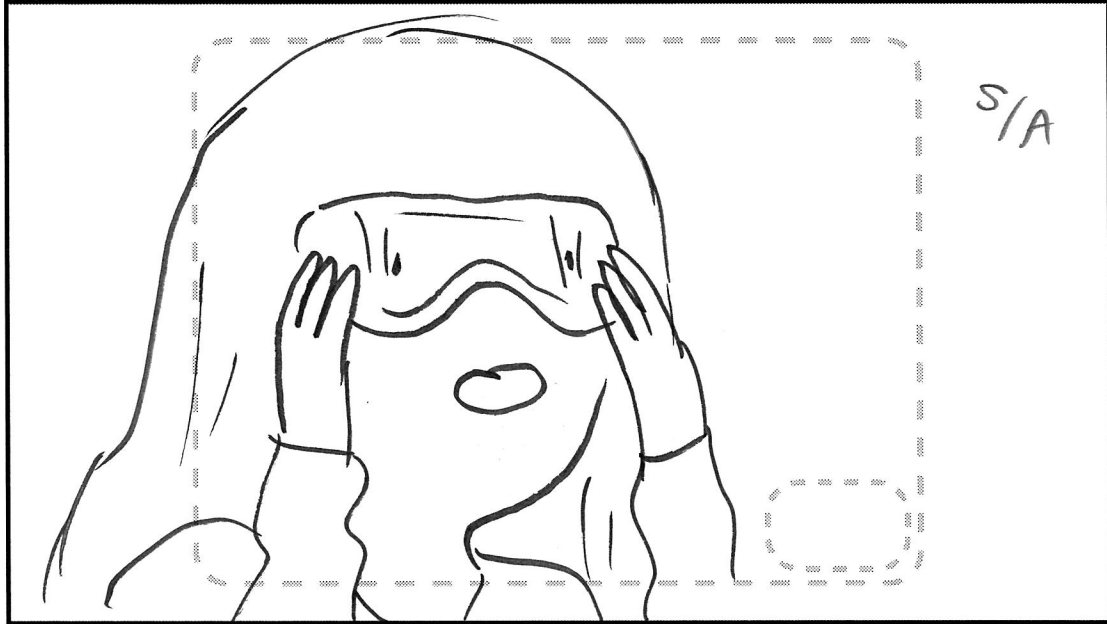


Sc. 179

Pnl. B

Bg.

day night



|   |
|---|
| Dialog:                                     |
| <div>PB</div> well , let's see what we've-- |
| Action:                                     |
| Timing:                                     |

EPISODE # 1034-222

Production:

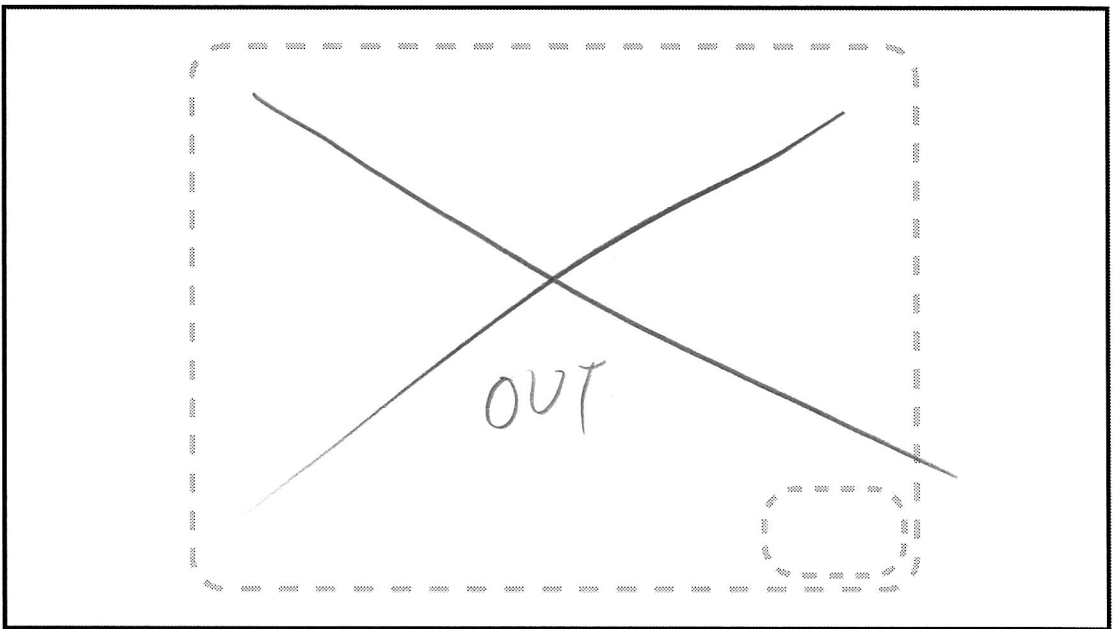
# ADVENTURE TIME



Sc. 179 Pnl. C Bg. day night



Sc. Pnl. Bg. day night



|  |
|--|
| Dialog:  |
| <div>Ⓟ GOT</div>                                   |
| Action:  |
| <div>- Ⓟ pushes safety glasses onto her head</div> |
| Timing:  |

EPISODE # 1034-222

Production:

# ADVENTURE TIME



Page 214

Sc. X

Pnl.

Bg.

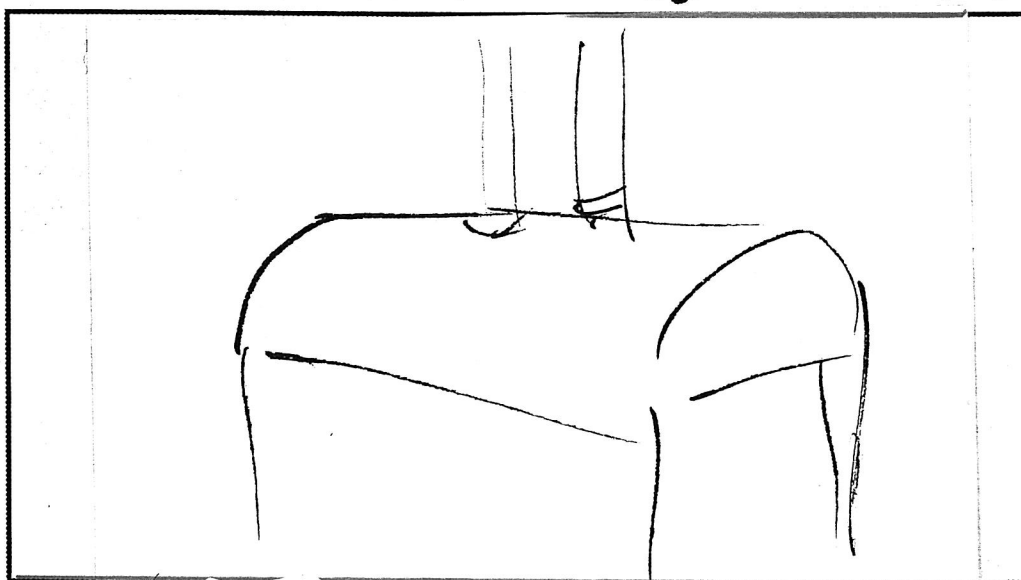
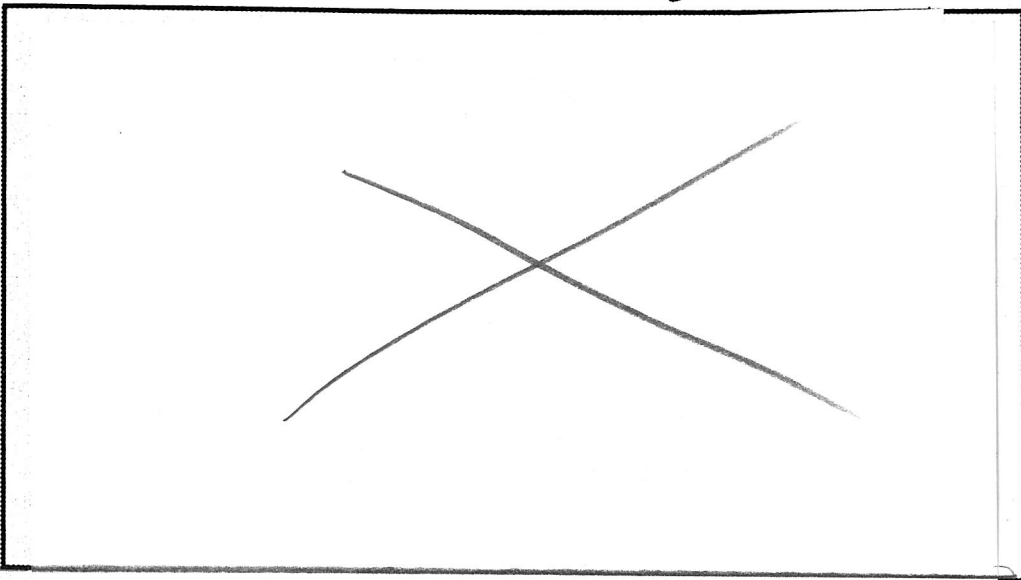
day night

Sc. 180

Pnl. A

Bg.

day night



|         |  |
|---------|--|
| Dialog  |  |
| Action  |  |
| Timing: |  |

EPISODE #

1034-222

Production:



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# ADVENTURE TIME



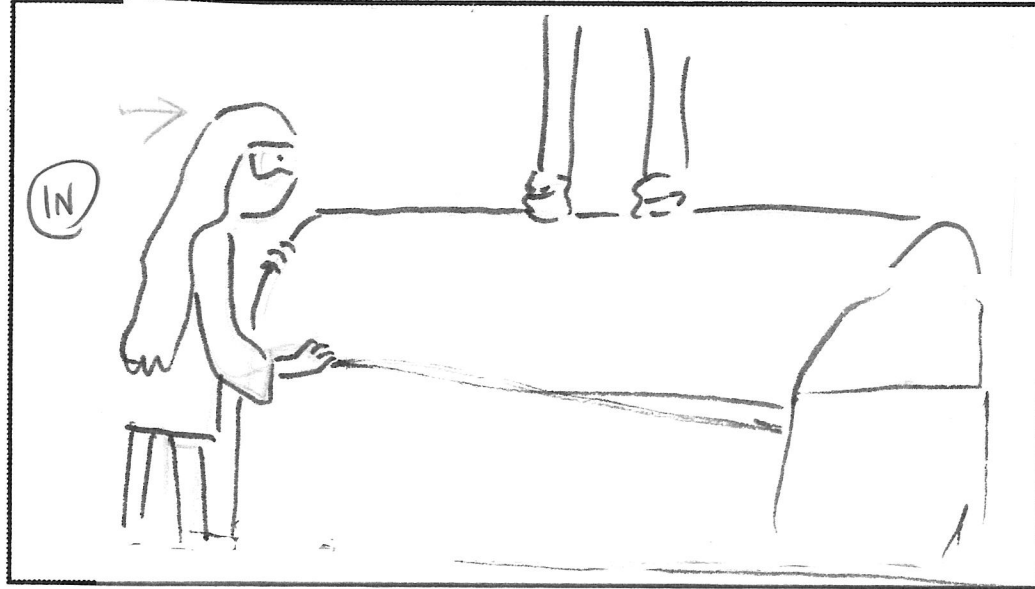
Page 215

Sc. 180

Pnl. 3

Bg.

day night

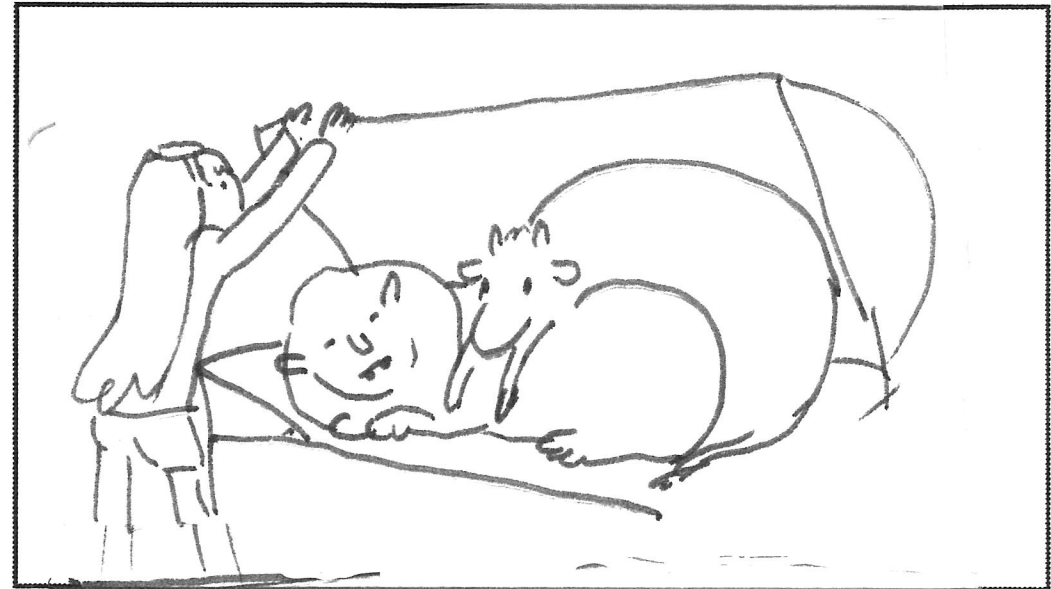


Sc. 180

Pnl. C

Bg.

day night



Dialog:

SFX: \* CHUNK \*

Action:

-PB WALKS ON/S

-PB LIFTS LID.

Timing:

EPISODE # 1034-222

Production:

# ADVENTURE TIME



Sc. 180

Pnl. D

Bg.

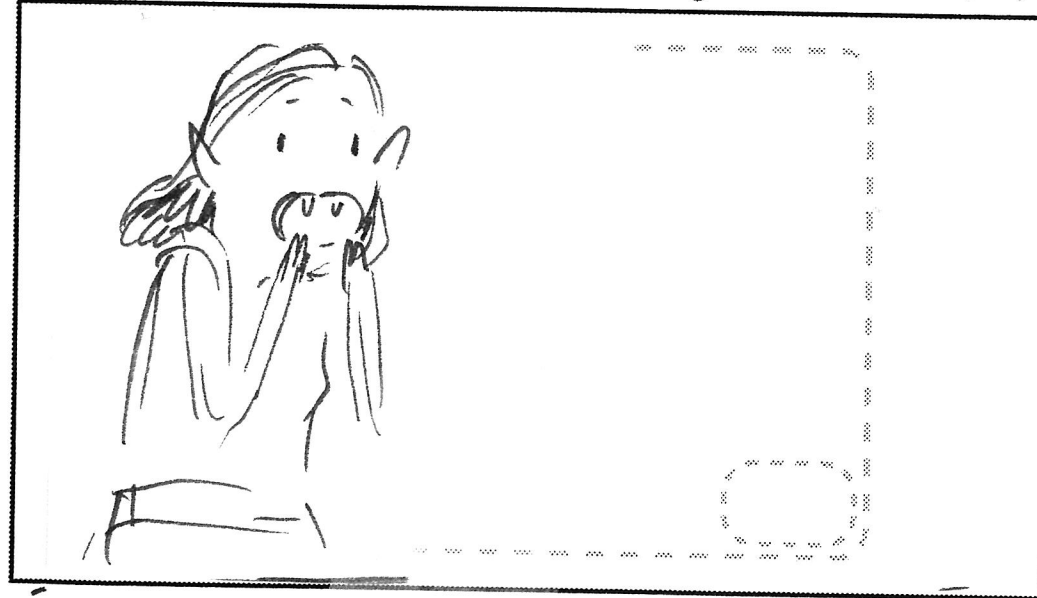
day night

Sc. 181

Pnl. A

Bg.

Page 216  
day night



(m) kitty!

- VAMPIRE KING IS A LION NOW,  
- COW IS NO LONGER A VAMPIRE,

Timing:

Production:

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1034-222

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ADVENTURE TIME

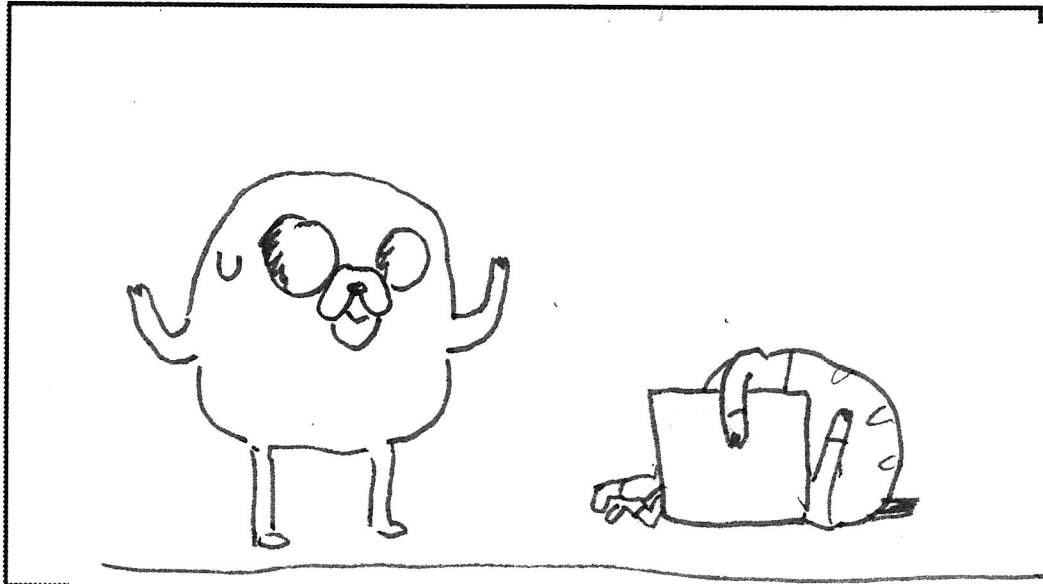


Sc. 182

Pnl. A

Bg.

day night



Dialo

① Best make over  
everrrr!

Actio

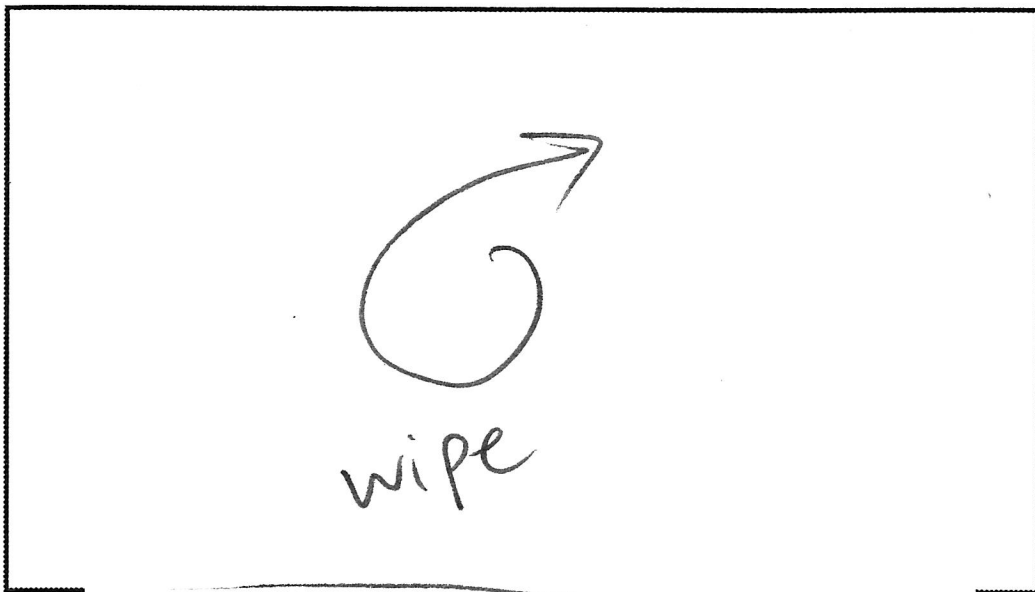
Timing:

Sc.

Pnl.

Bg.

day night



Production:

EPISODE #

1034-222

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ADVENTURE TIME



Sc. 183 Pnl. A Bg. ☒ day ☐ night

Sc. 183 Pnl. B Bg. ☐ day ☒ night

|                                |
|--------------------------------|
| Dialog:                        |
| Action:<br>- FOLLOWING MORNING |
| Timing:                        |

EPISODE # 1034-222  
Production:

ADVENTURE TIME

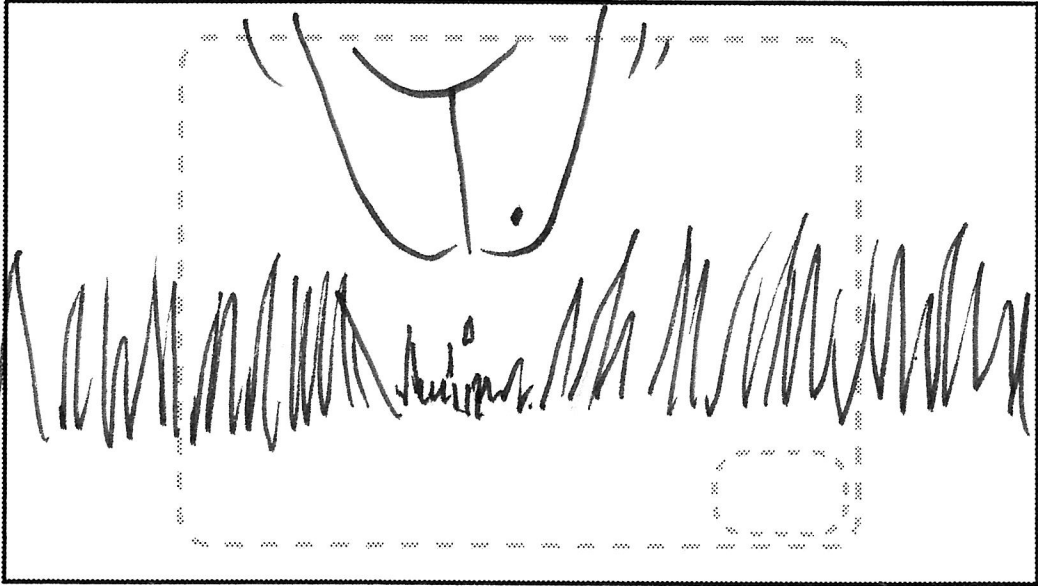


Sc. 183

Pnl. C

Bg.

day night

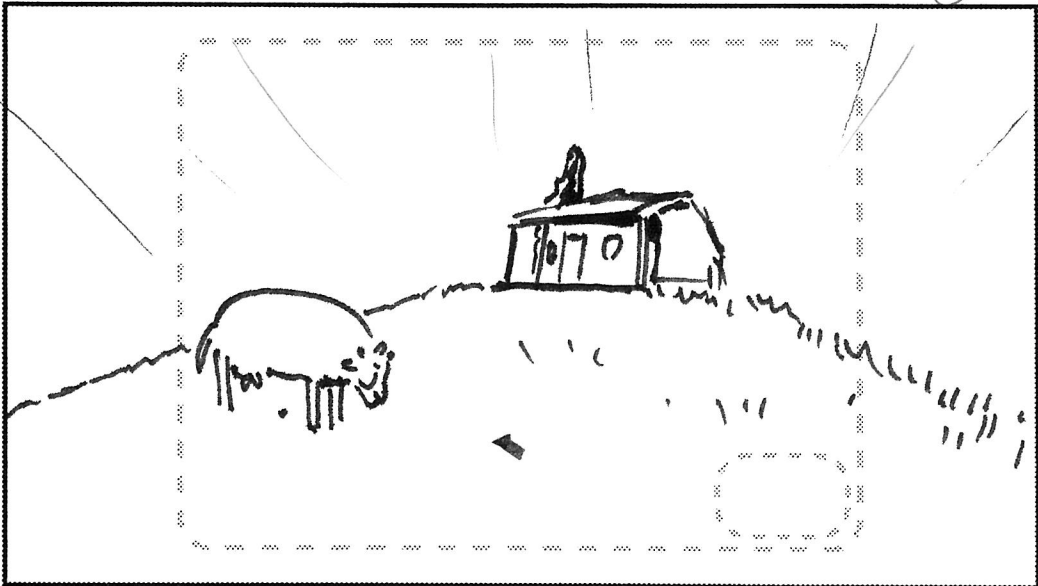


Sc. 184

Pnl. A

Bg.

day night



Dialog:

(Sfx) chew chew

(Sfx) chew chew chew

Action:

Timing:

EPISODE #

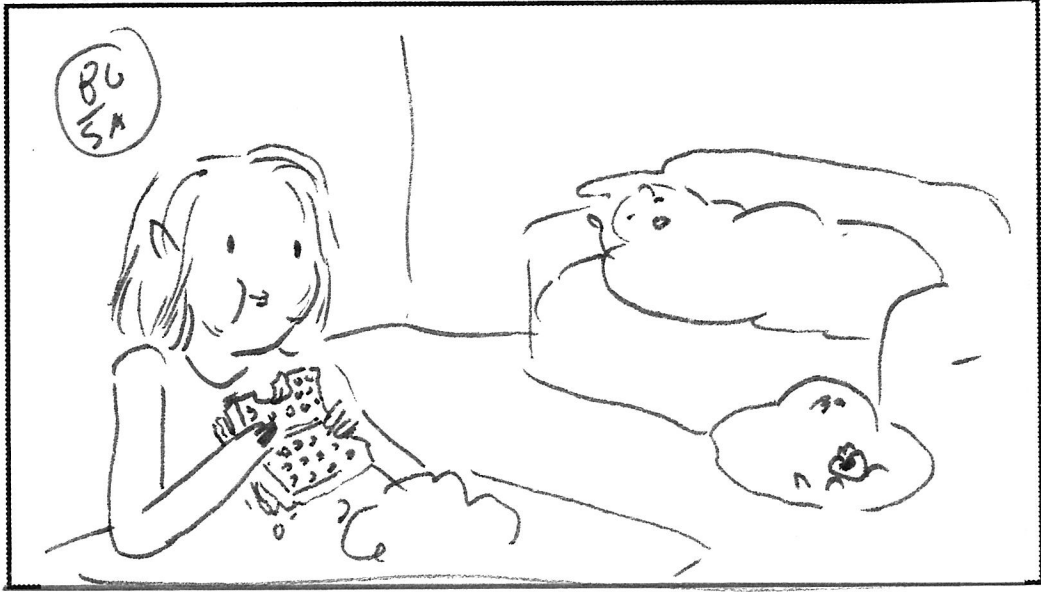
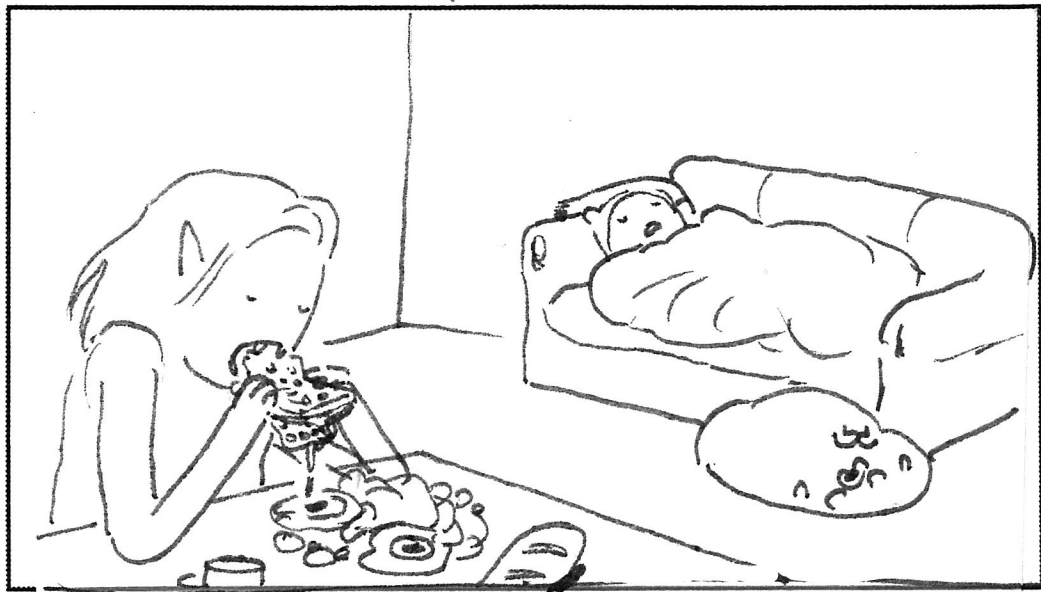
Production:

1034-222

ADVENTURE TIME



Sc. 185 Pnl. A Bg. day night Sc. 185 Pnl. B Bg. day night



Di  
A  
Timing:  
(M) chew chew  
(F & J) snoring in BG  
- M eating waffle sandwich

EPISODE # 1034-222  
Production:

ADVENTURE TIME

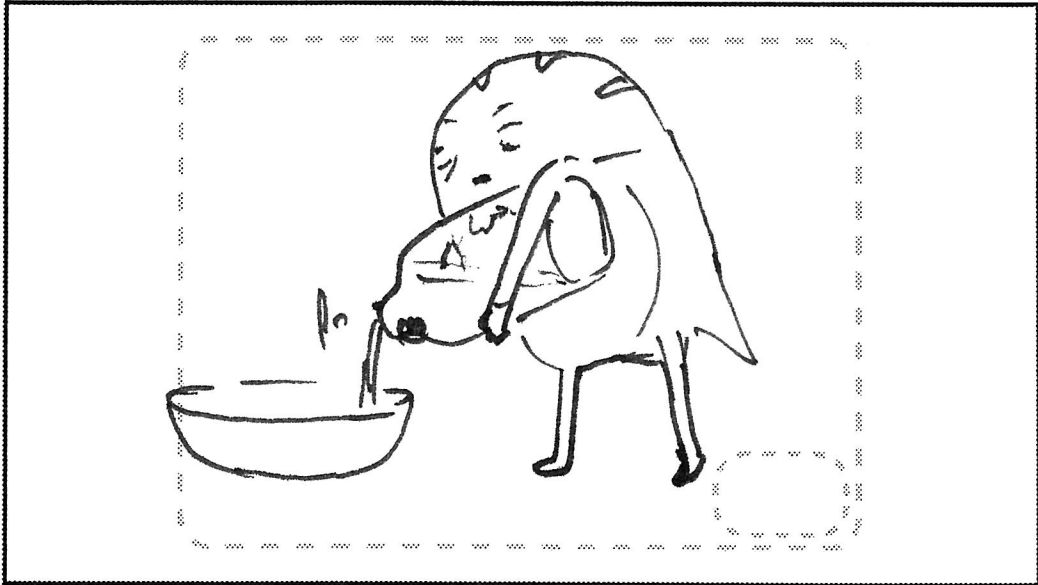


Sc. 186

Pnl. A

Bg.

day night

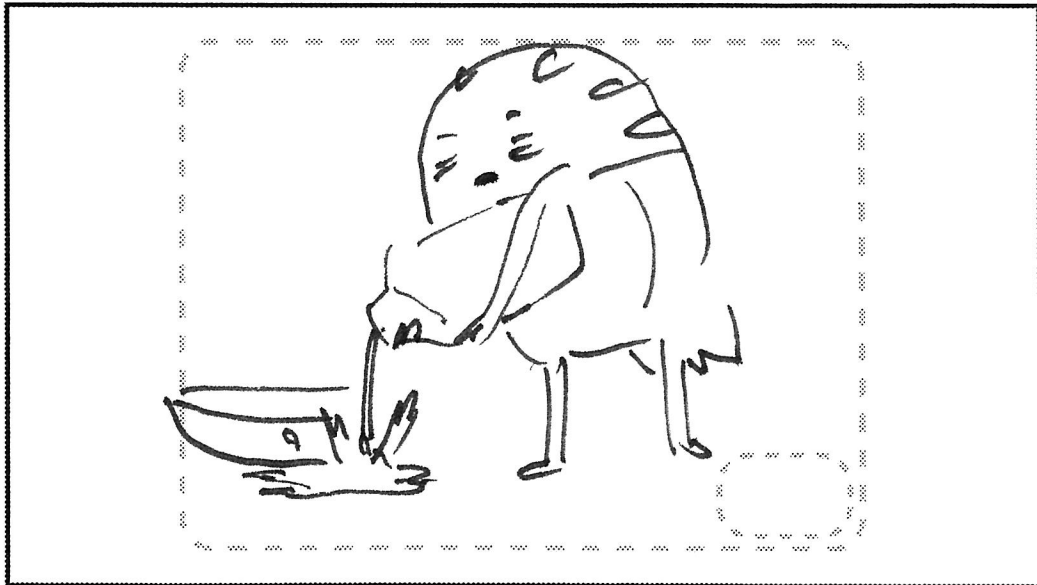


Sc. 186

Pnl. B

Bg.

day night



Dialog:

SFX: SPLISH

Action:

- peppermint B's eyes swollen. pours blindly, spilling <sup>MILK</sup> on floor

Timing:

EPISODE # 1034-222

Production:



# ADVENTURE TIME



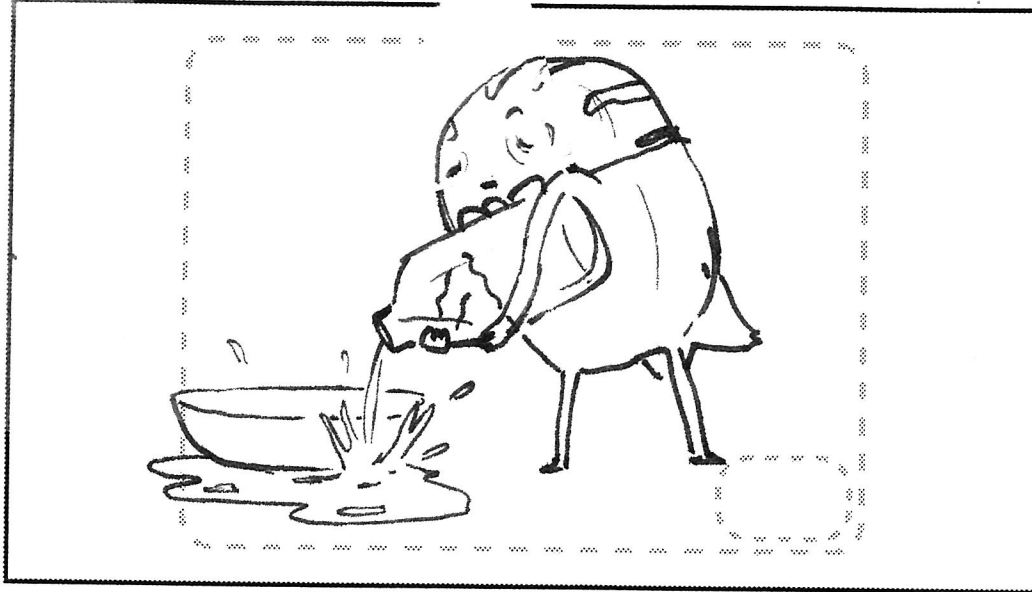
Page 222

Sc. 186

Pnl. C

Bg.

day night

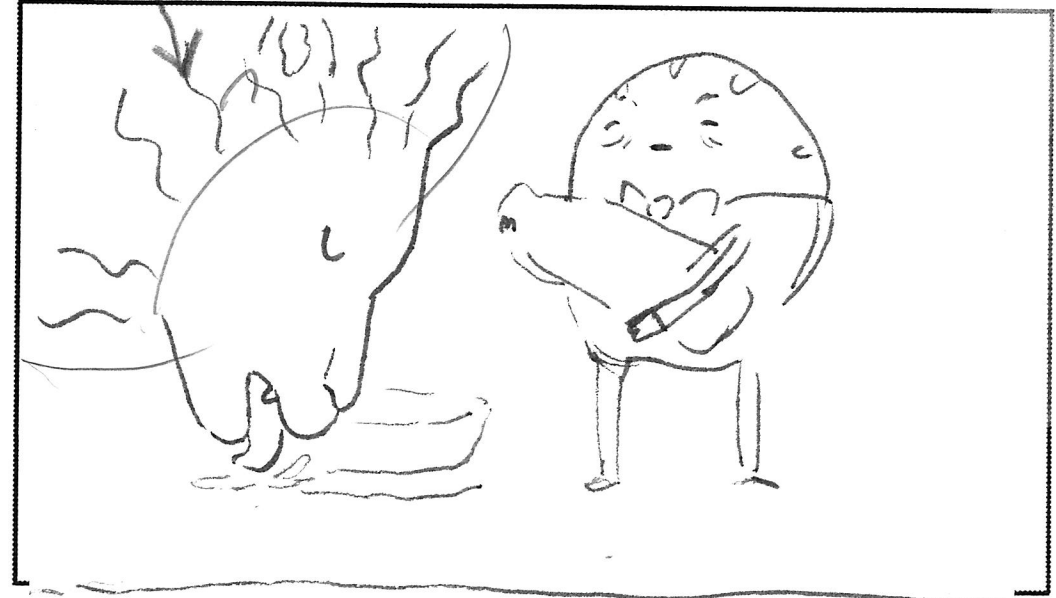


Sc. 186

Pnl. D

Bg.

day night



Dialog:

(PB) (os) hey, PeP

Action:

-LION LEANS DOWN, LICKS MILK

Timing:

EPISODE # 1034-222

Production:

ADVENTURE TIME



223

Sc. 186

Pnl. E

Bg.

day night

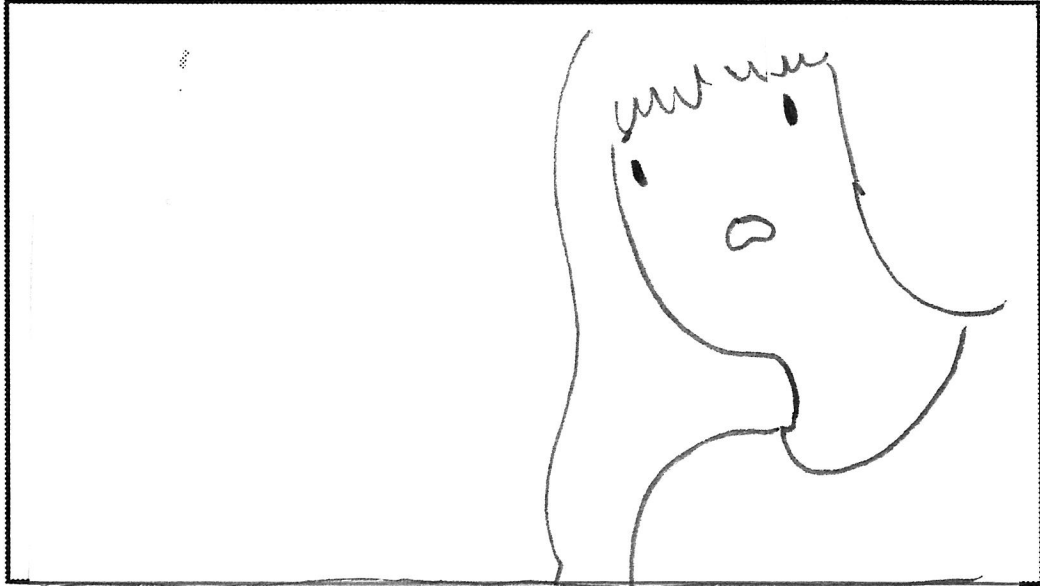


Sc. 187

Pnl. A

Bg.

day night



Dir

(PEP) M'LADY?

Ac

-PEP BUT TURNS, ADJ W/ ACTION

(PB) Are you sure your  
peepers are ALL RIGHT

Timing:

EPISODE #

1034-222

Production:

# ADVENTURE TIME

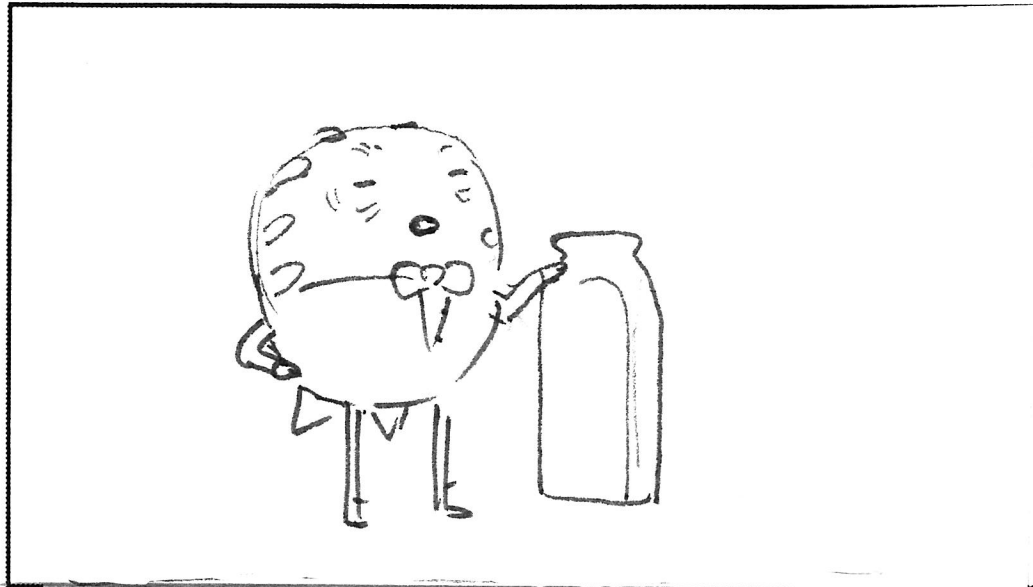


Sc. 188

Pnl. A

Bg.

day night



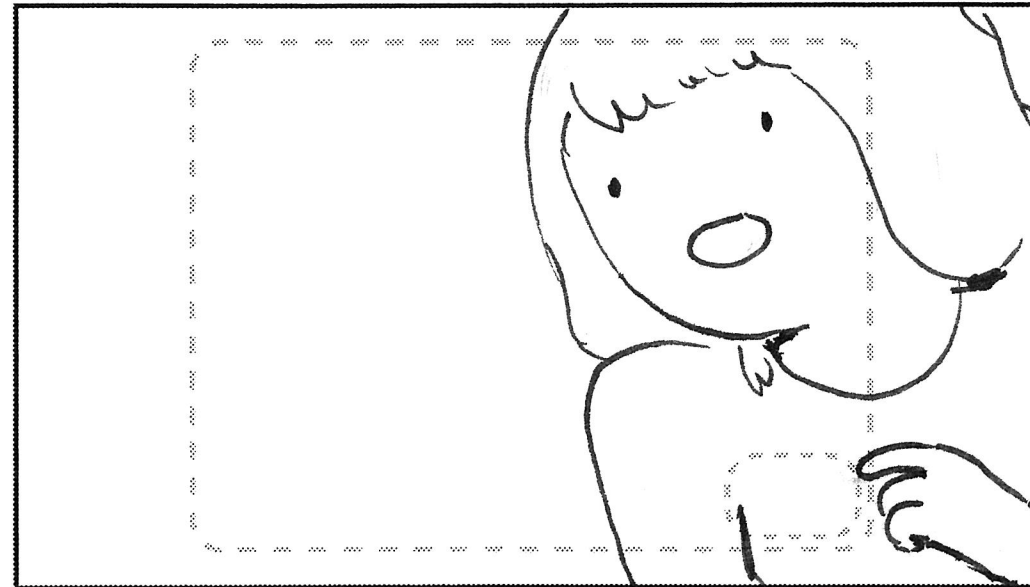
Sc. 189

Pnl. A

Bg.

Page 224

day night



Di:

(PEP) I'm fine. My inner vision  
is extraordinarily  
developed

(PB)

OK GREAT, CAUSE I NEED YOU  
TO GO INTO THE SECRET CATACOMBS.

Ac:

Timing:

1034-222

EPISODE #

Production:

# ADVENTURE TIME



Page 225

Sc. 190

Pnl. A

Bg.

day night

Sc. 191

Pnl. A

Bg.

day night



Di (PB) and buy this nasty bucket of sludge  
IN the Deep, Deep down.

(PB) Just be Uber, dumber careful  
not to drop it

Ac  
- PB HOLDS BUCKET OF VAMPIRE ESSENCE.

Timing:

EPISODE #  
1034-222

Production:

# ADVENTURE TIME



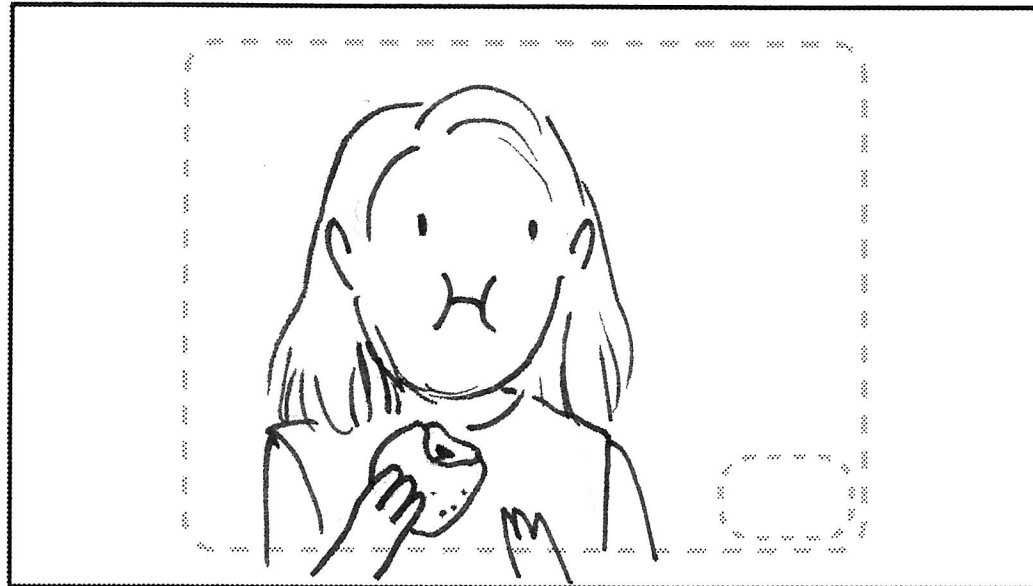
Page 226

Sc. 192

Pnl. A

Bg.

day night



Sc. 192

Pnl. B

Bg.

day night



Dialog:

(PB) (vo) Pure Vampire essence this powerful could kaboom the Entire universe

(PB) off its whack.

Action:

- ja - (M) eye blink

Timing:

EPISODE # 1034-222

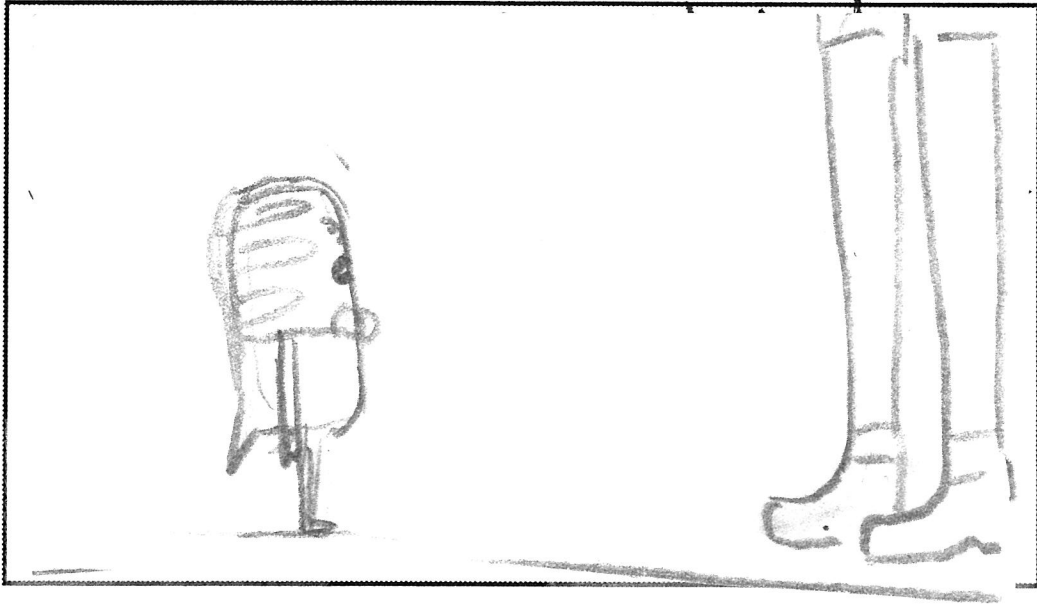
Production:

No Sc. 193

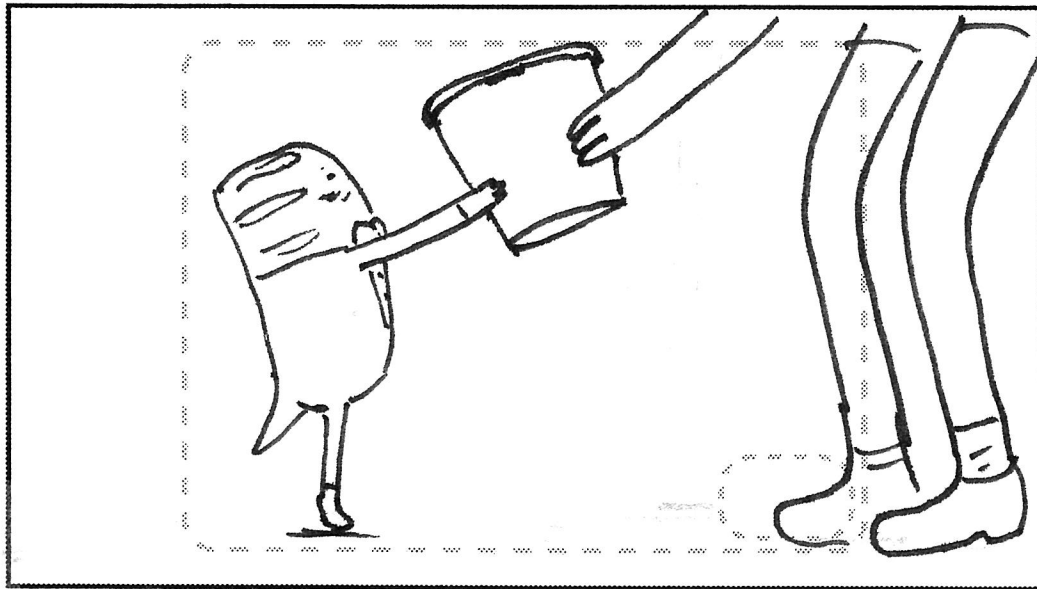
ADVENTURE TIME



Sc. 194 Pnl. A Bg. day night



Sc. 194 Pnl. B Bg. day night



Page 222

|         |   |
|---------|---|
| Dialog: | (Pc) don't drop the bucket. (Pb) exactly. |
| Action: |   |
| Timing: |   |

EPISODE # 1034-222  
Production:

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# ADVENTURE TIME



Sc.

194

Pnl.

C

Bg.

day night

Sc.

194

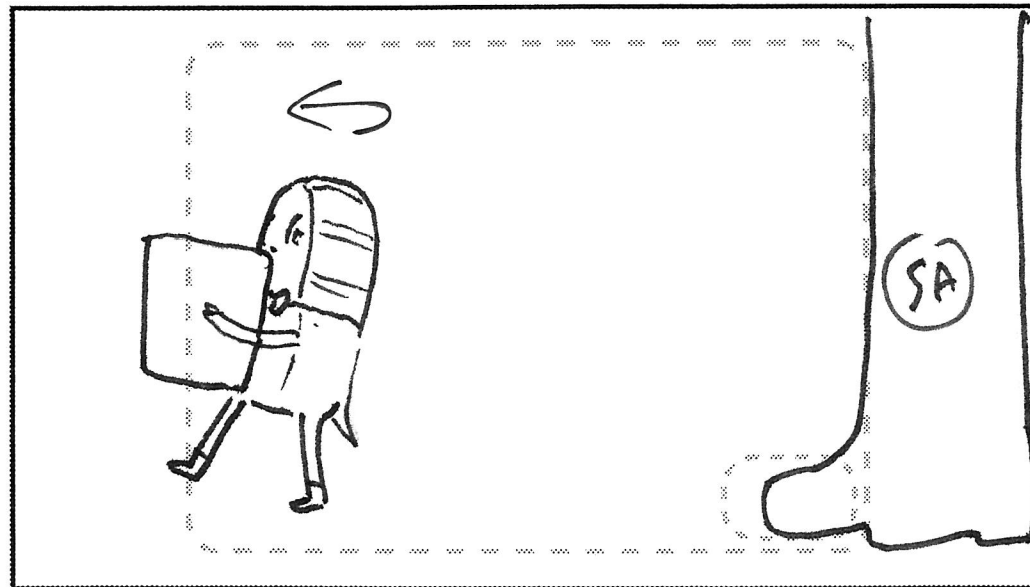
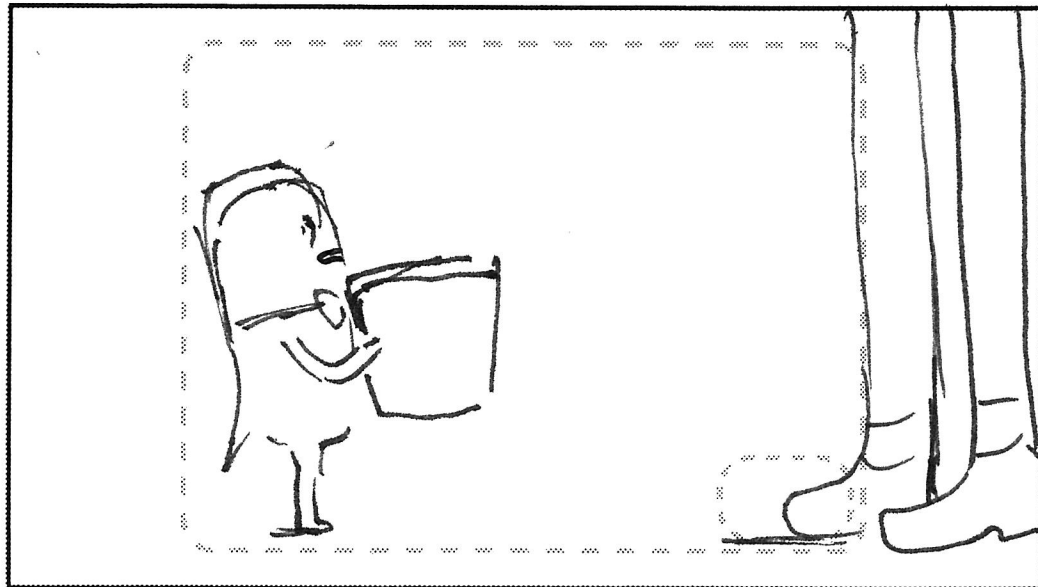
Pnl.

D

Bg.

day night

Page 228



Dialog:

Pep will do

Action:

- PEP BUT TURNS

Timing:

EPISODE # 1034-222

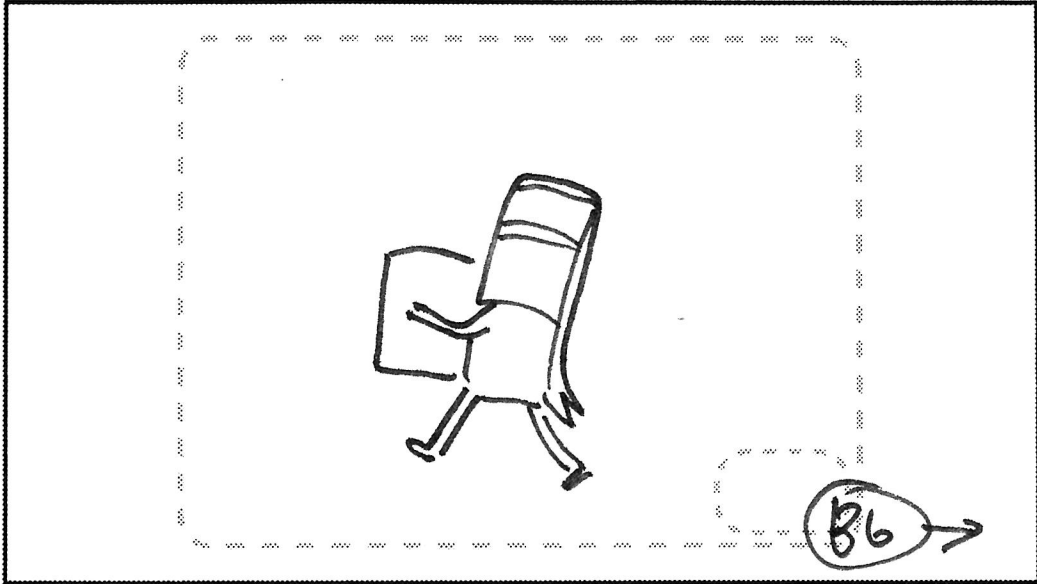
Production:



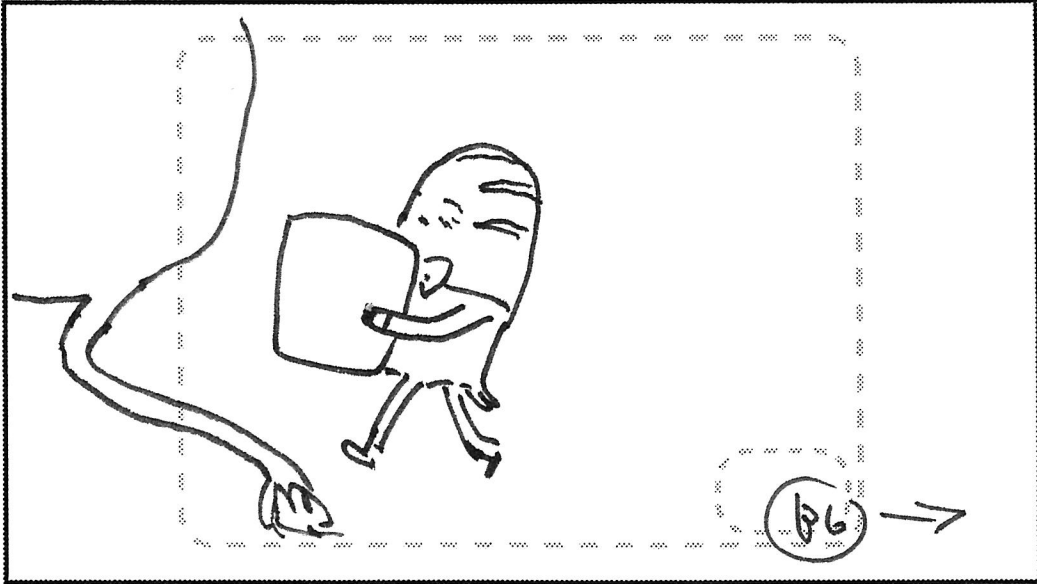
ADVENTURE TIME



Sc. 194 Pnl. E Bg. day night



Sc. 194 Pnl. F Bg. day night



|         |
|---------|
| Dialog: |
| Action: |
| Timing: |

EPISODE # 1034-222

Production:

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# ADVENTURE TIME



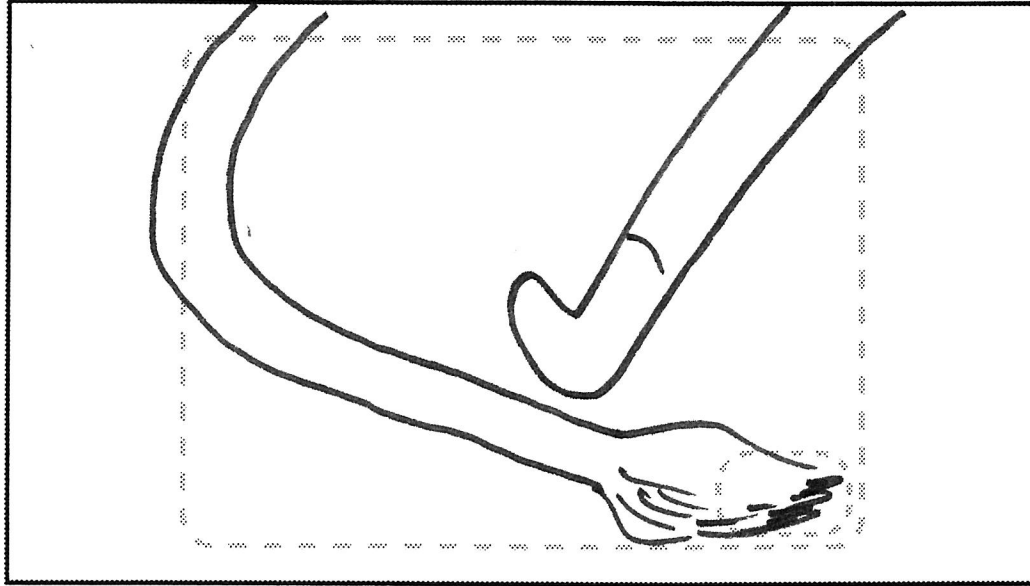
Page 230

Sc. 195

Pnl. A

Bg.

day night

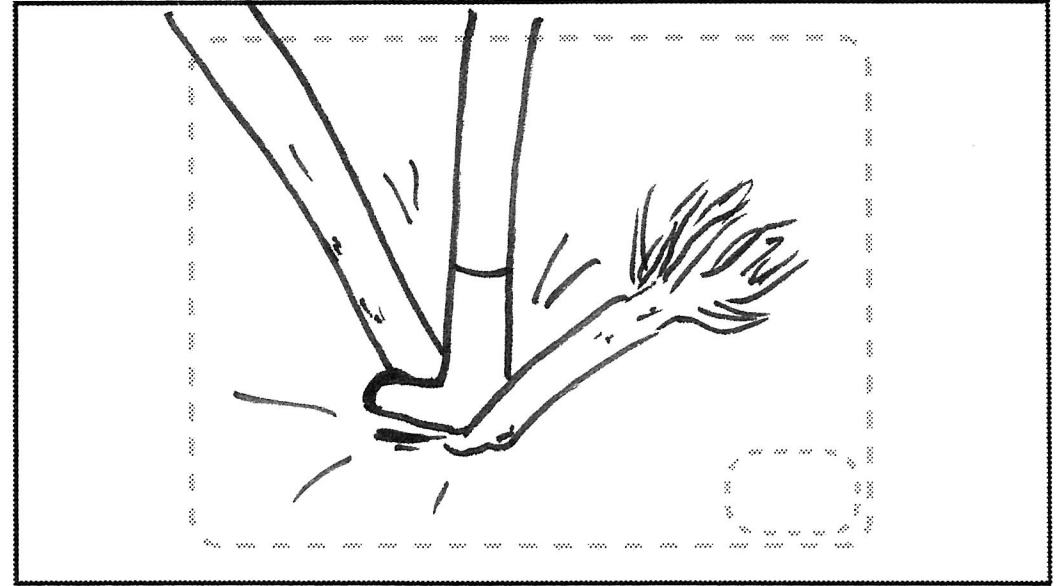


Sc. 195

Pnl. B

Bg.

day night



Dialog:

Action:

per steps on lion's tail

Timing:

EPISODE # 1034-222

Production:

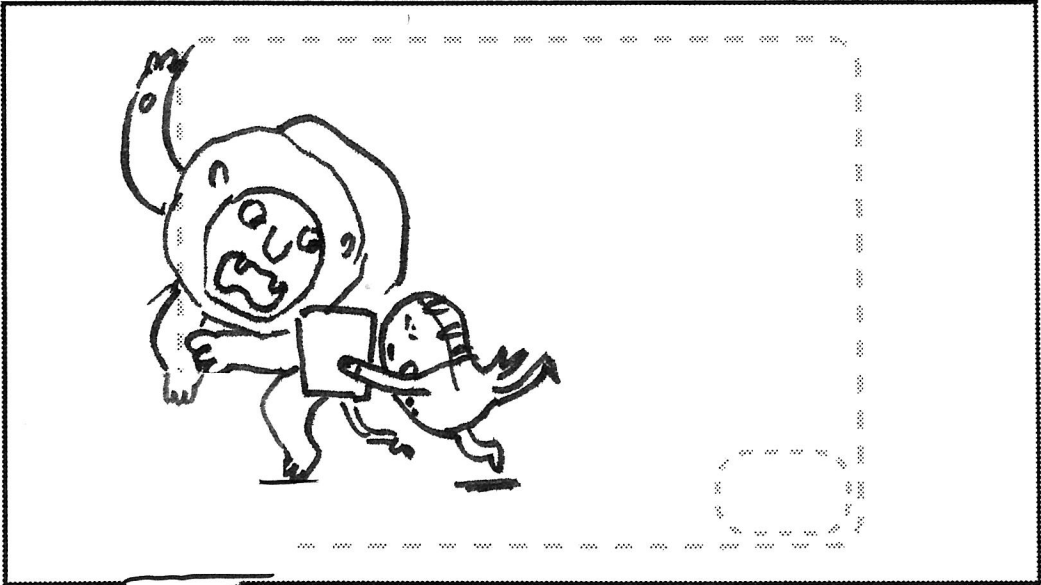
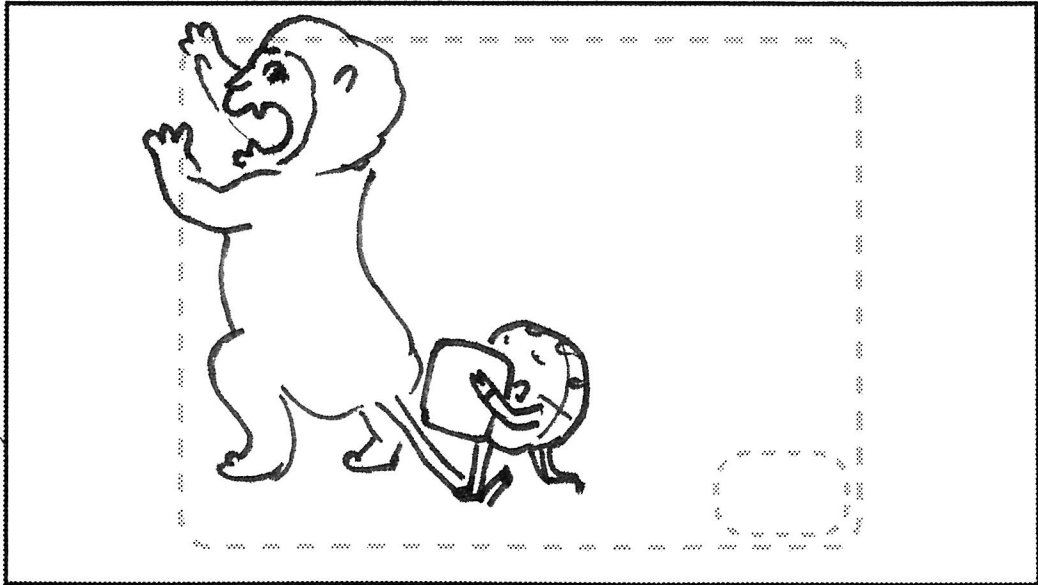
ADVENTURE TIME



Sc. 196 Pnl. A Bg.

day night Sc. 196 Pnl. B Bg.

day night



Dialog:

Lion Wraaaa! →

Action:

- LION TURNS AROUND.

Timing:

1034-222

EPISODE #

Production:

# ADVENTURE TIME



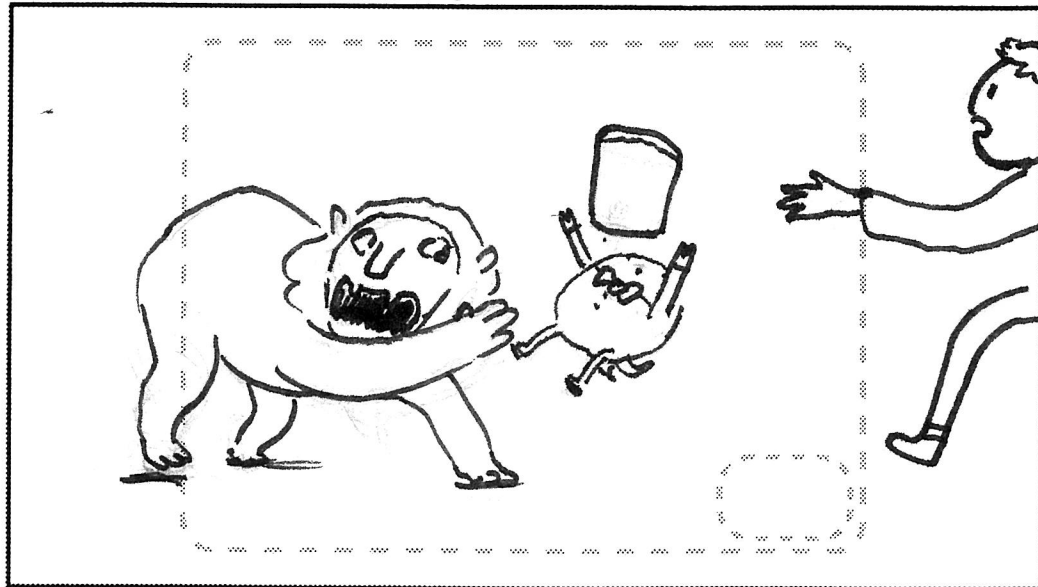
Page 232

Sc. 196

Pnl. C

Bg.

day night

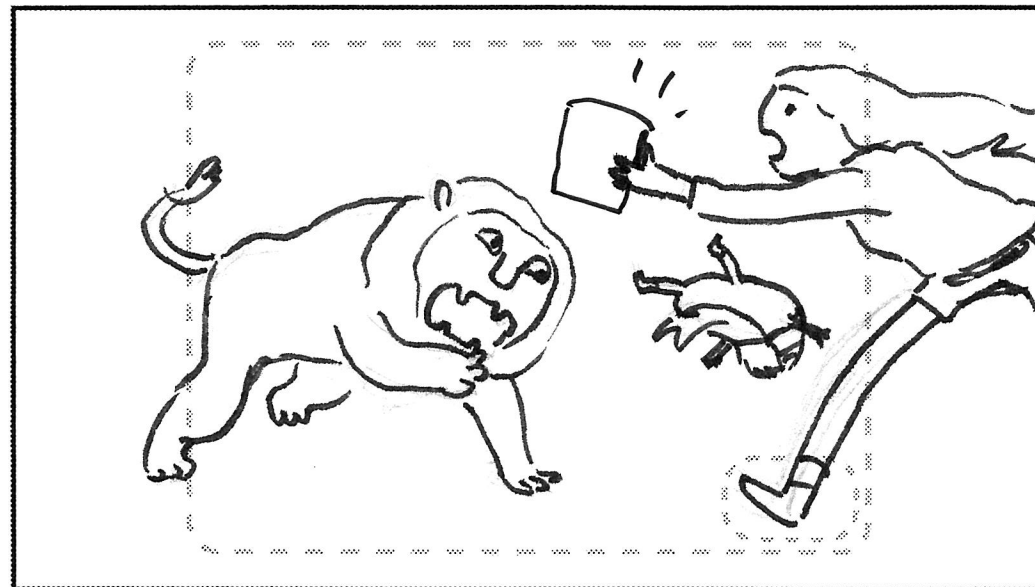


Sc. 196

Pnl. D

Bg.

day night



Dialog:

Pep woah!

Lion brrrrr →

Action:

Lion whaps pep into air.  
bucket goes flying PB Grabs Bucket

Timing:

EPISODE # 1034-222

Production:

ADVENTURE TIME

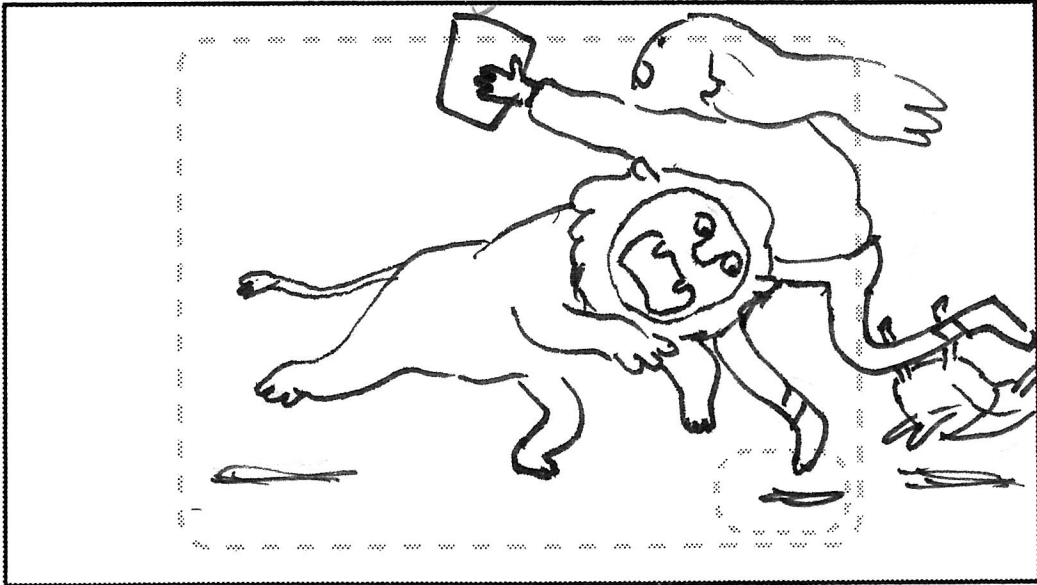


Sc. 196

Pnl.

Bg.

day night

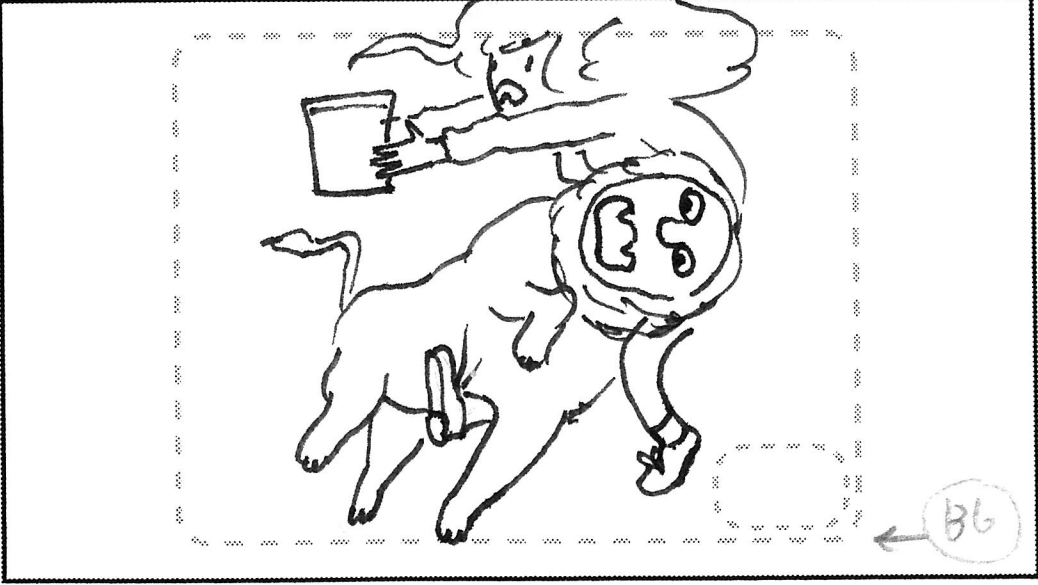


Sc. 196

Pnl. F

Bg.

day night



Dialog:

PB 000f  
Lion Gwawr!

Action:

- LION STUMBLES INTO PB  
slow speed as - PB Loses bucket

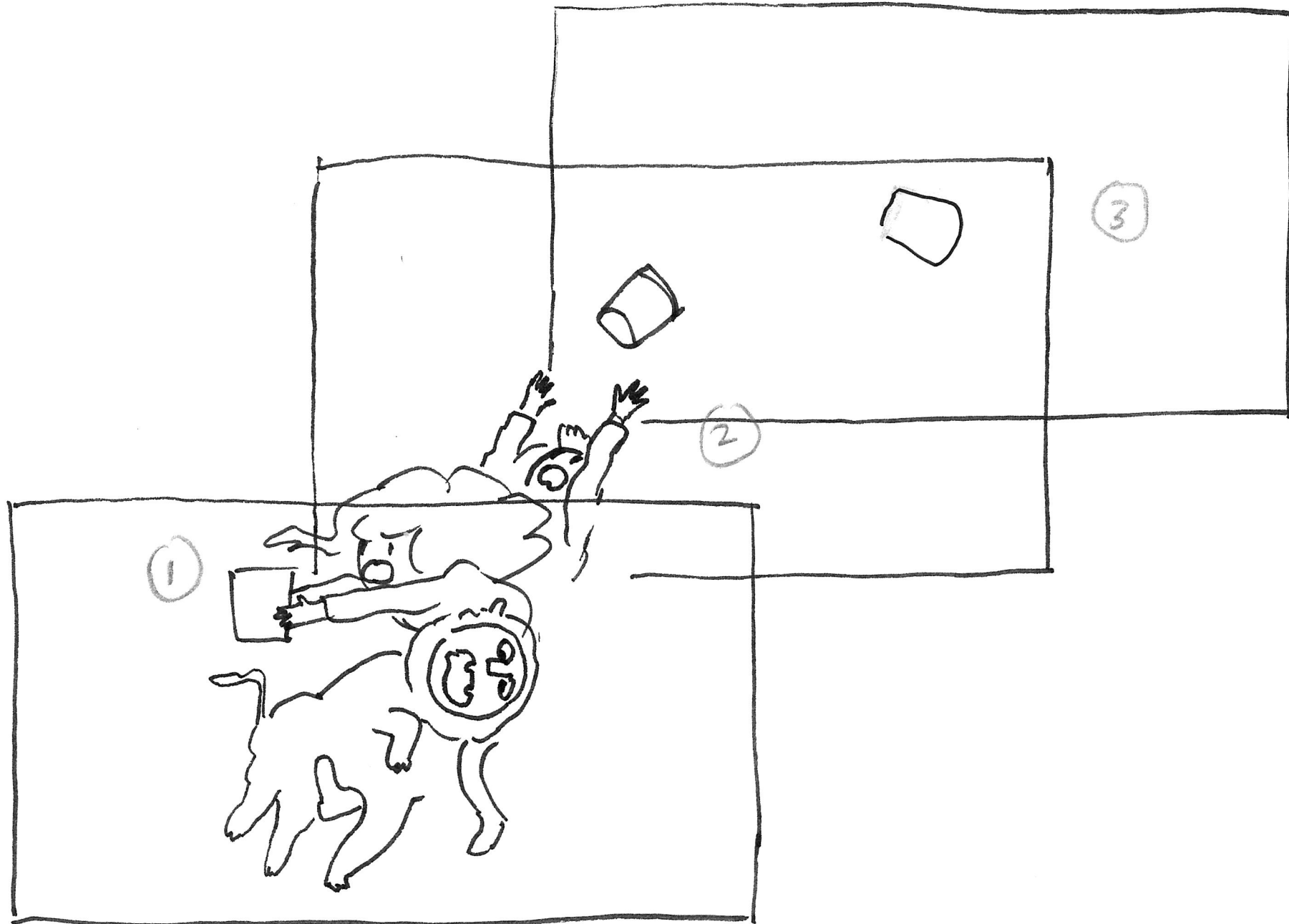
Timing:

EPISODE # 1034-222

Production:

Sc. 196      Pnl. G

234



1034-222

ADVENTURE TIME

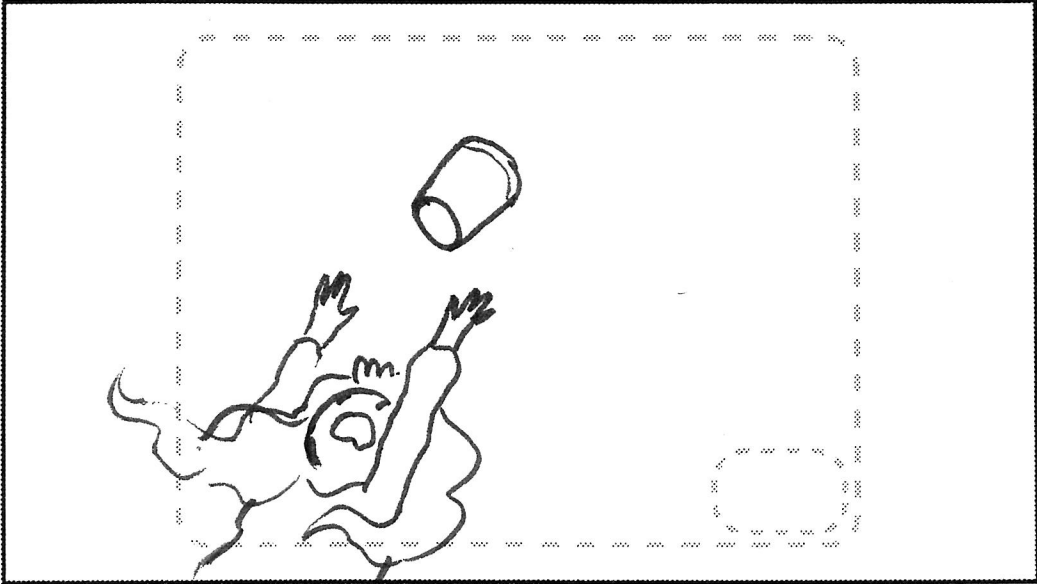


Sc. 196

Pnl. H

Bg.

day night

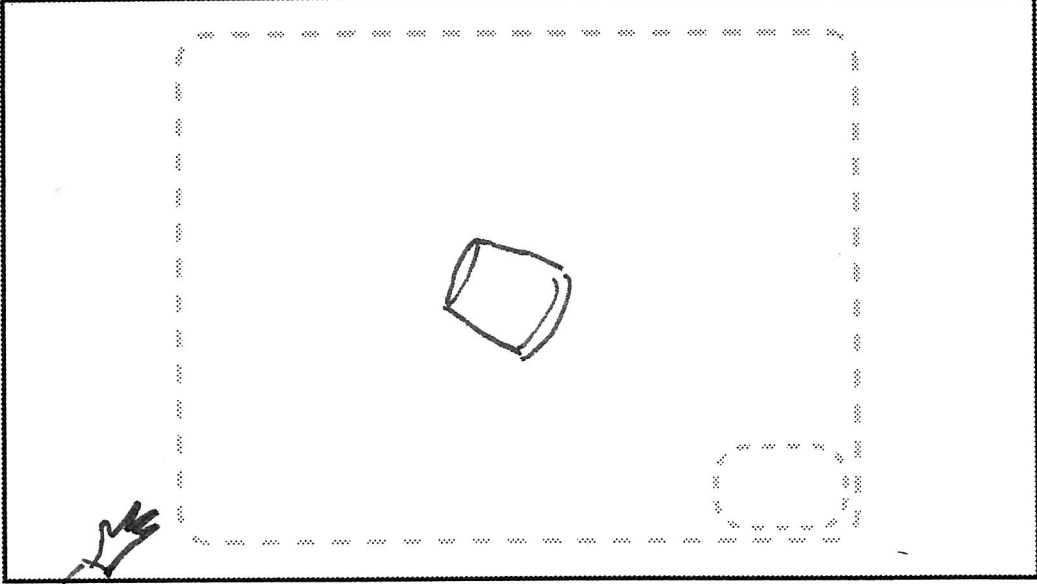


Sc. 196

Pnl. I

Bg.

day night



Dialog:

Action:

slow-mo



Timing:

EPISODE # 1034-222  
Production:



# ADVENTURE TIME

Sc.

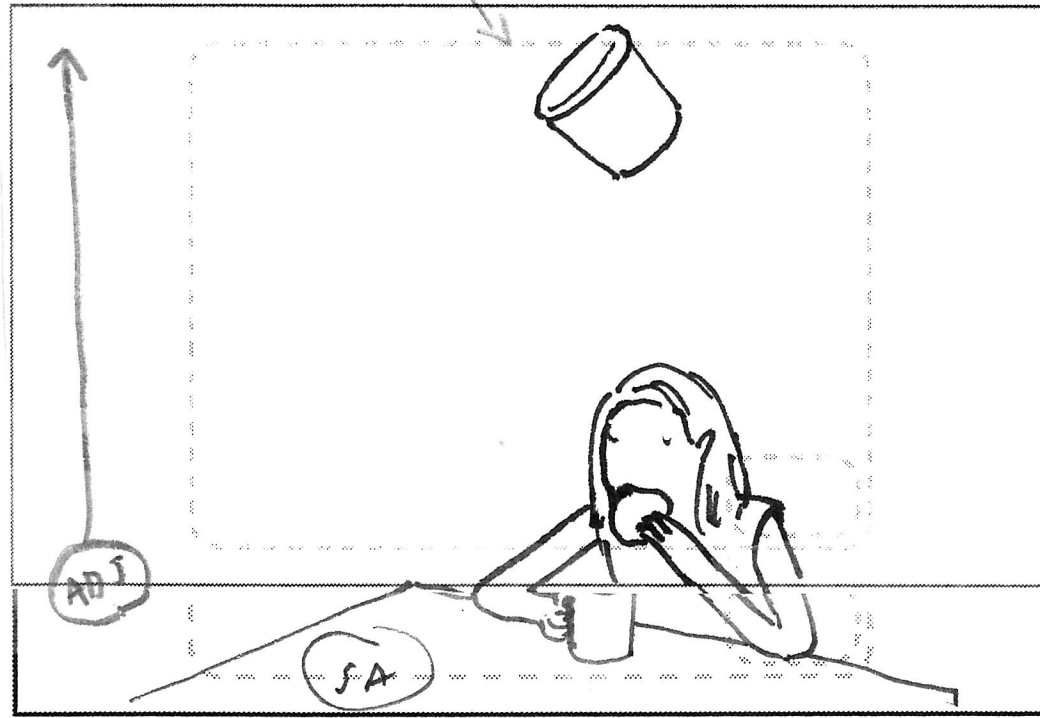
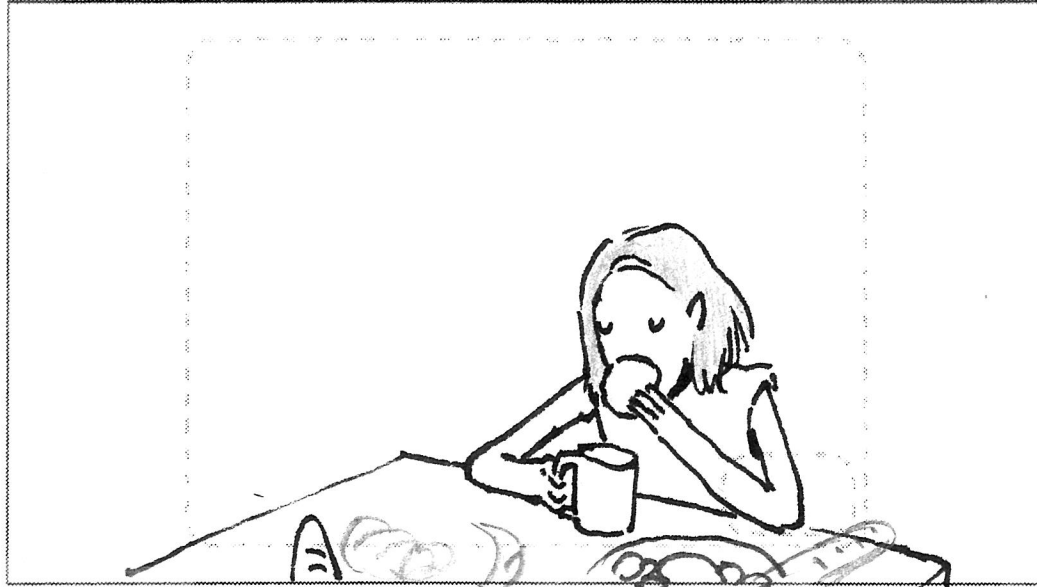
197

Pnl.

A

Bg.

day night



Dialog:

Action:

(cont slow motion →)

Timing:

236

EPISODE #

1034-222

Production:

# ADVENTURE TIME



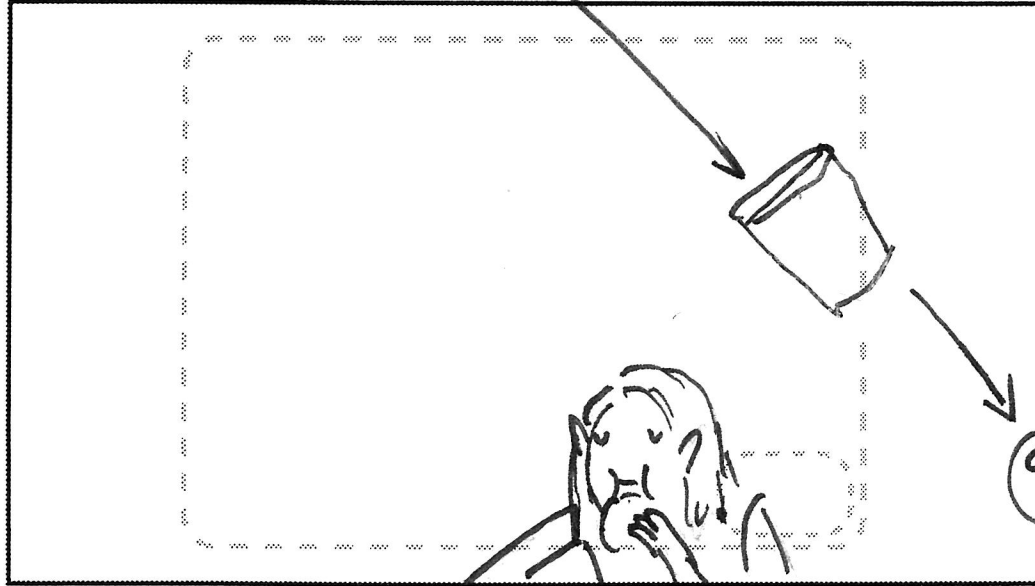
Page 237

Sc. 197

Pnl. C

Bg.

day night

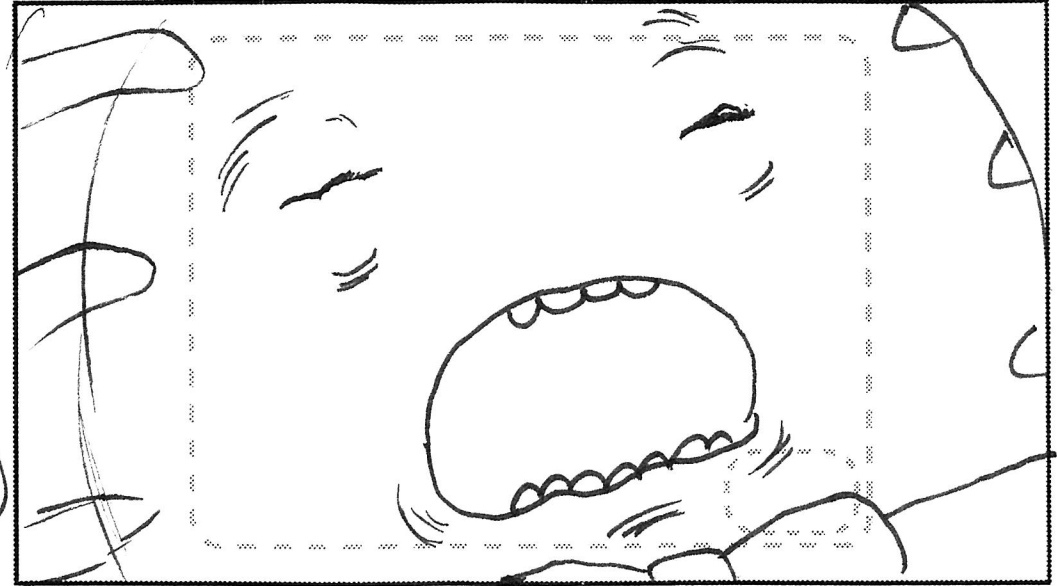


Sc. 198

Pnl. A

Bg.

day night



Dialog:

(Pep)

(Yell)

slowed down

Action:

marceline keeps eating

Timing:

1034-222

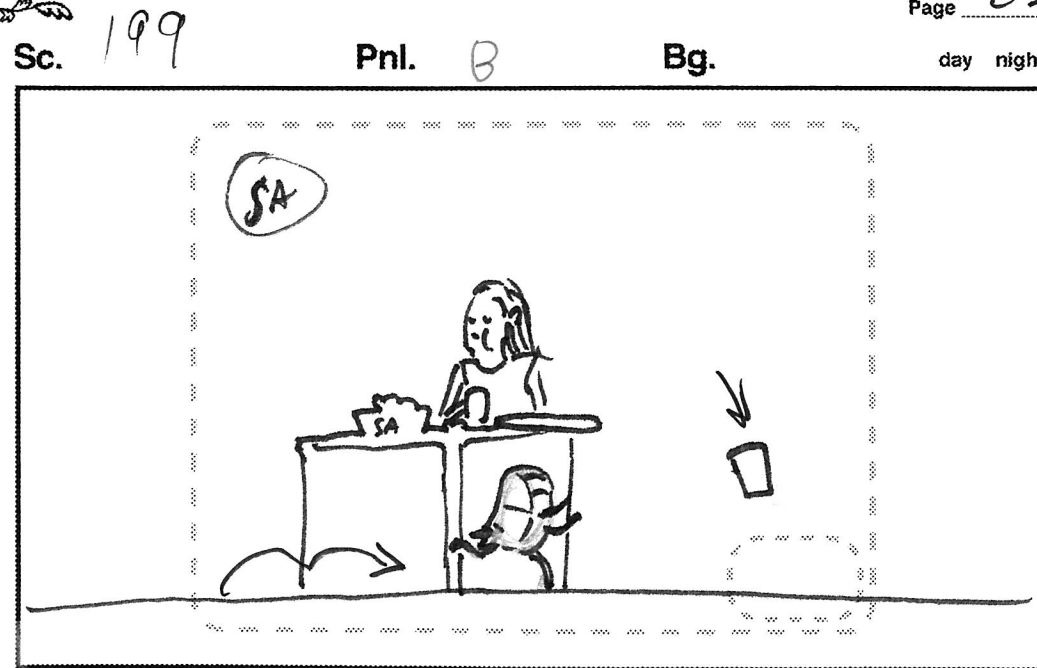
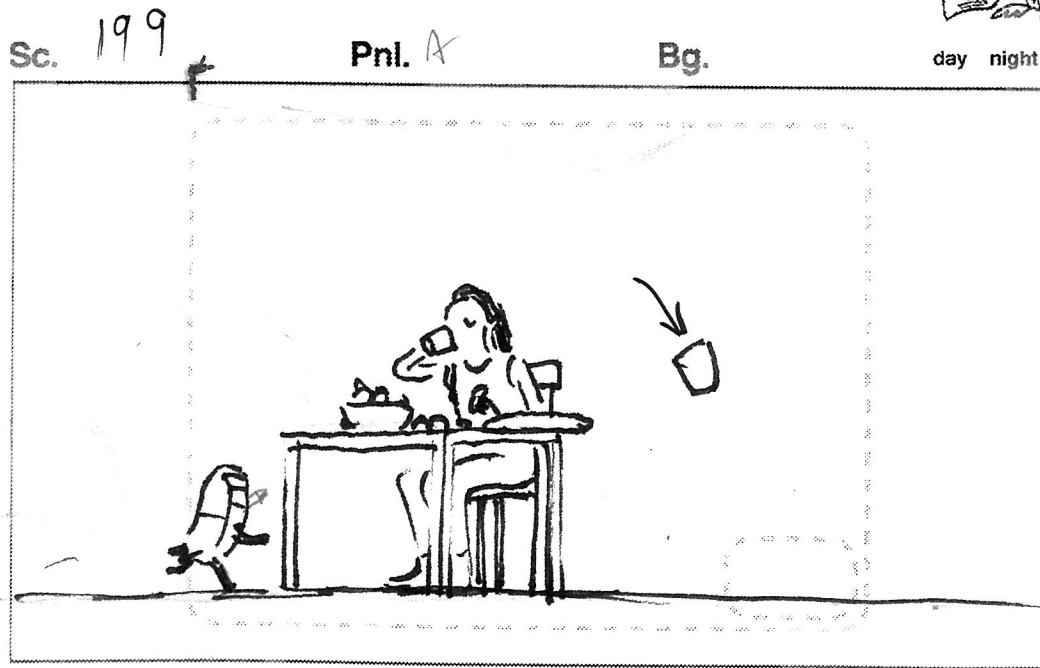
EPISODE #

Production:

# ADVENTURE TIME



Page 238



|         |                               |
|---------|-------------------------------|
| Dialog: |                               |
| Action: | -PEP BUT RUNS TOWARDS BUCKET. |
| Timing: |                               |

EPISODE # 1034-222

Production:

# ADVENTURE TIME



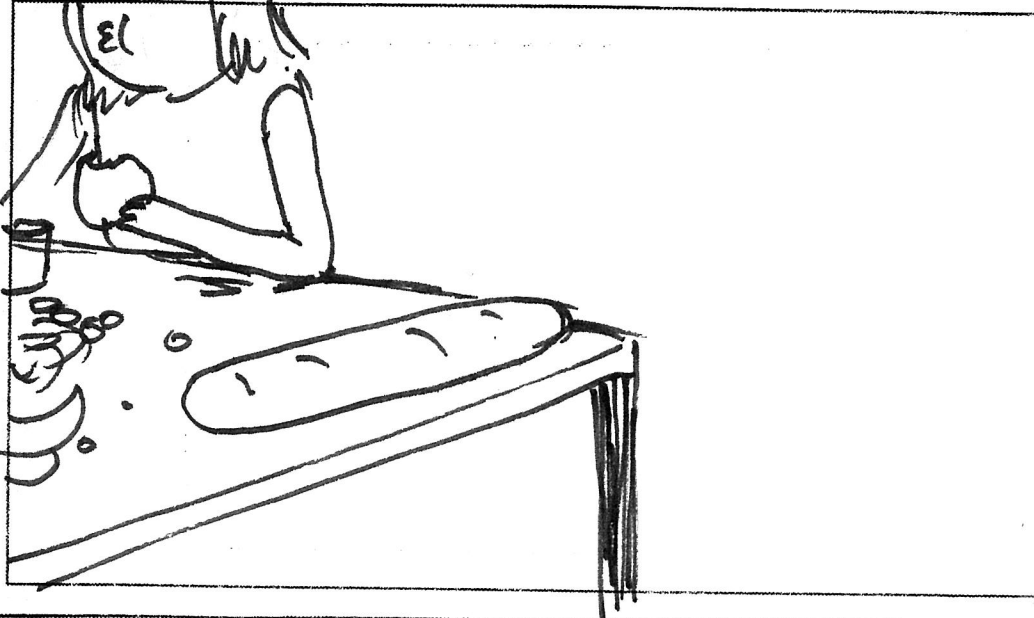
Page 239

Sc. 200

Pnl. A

Bg.

day night

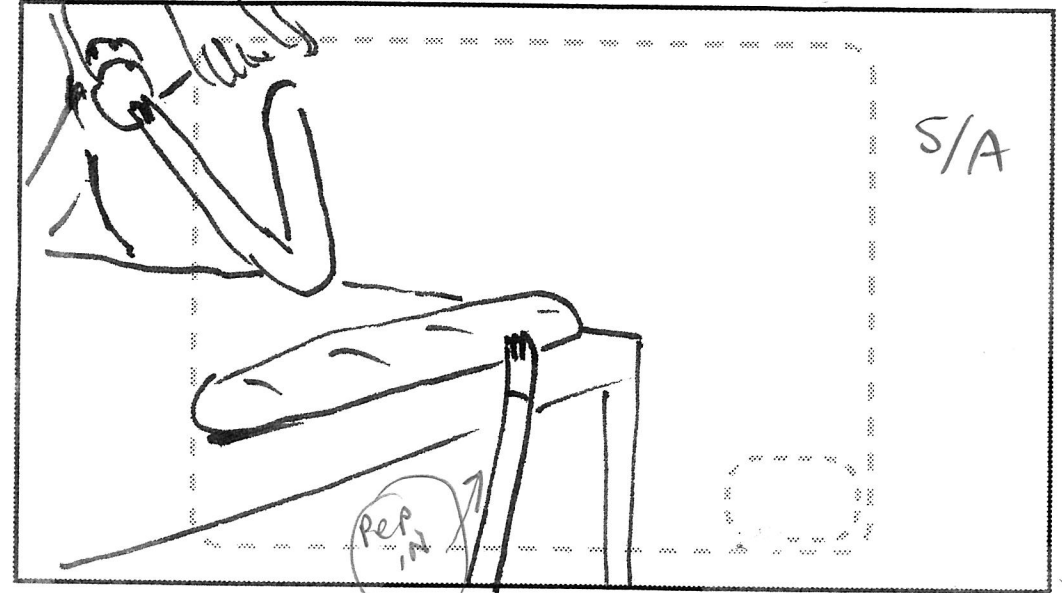


Sc. 200

Pnl. B

Bg.

day night



Dialog:

Action:

Timing:

EPISODE # **1034-222**

Production :

ADVENTURE TIME



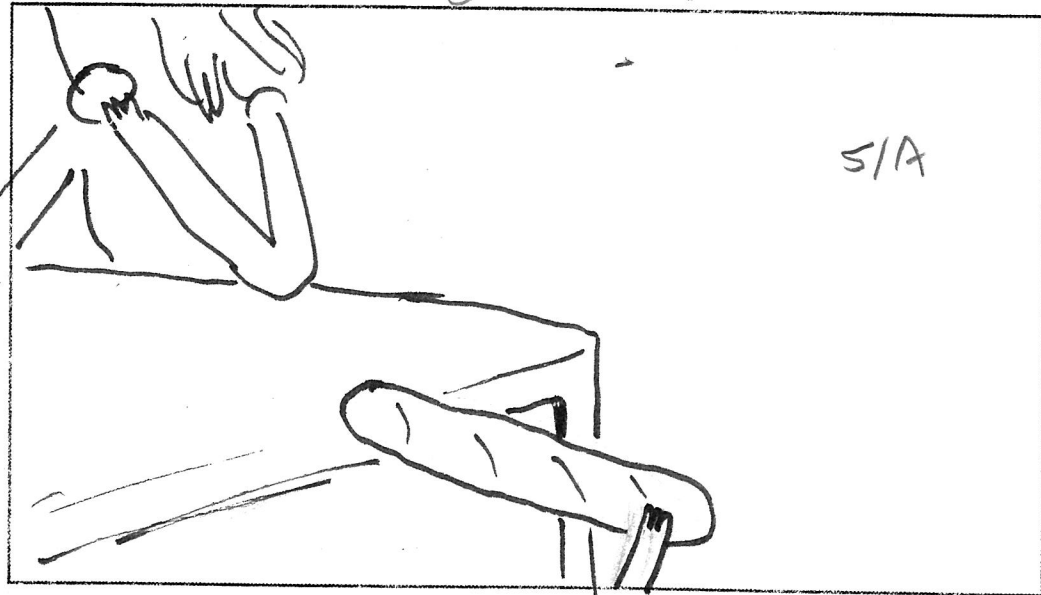
Page 240

Sc. 200

Pril. C

Bg.

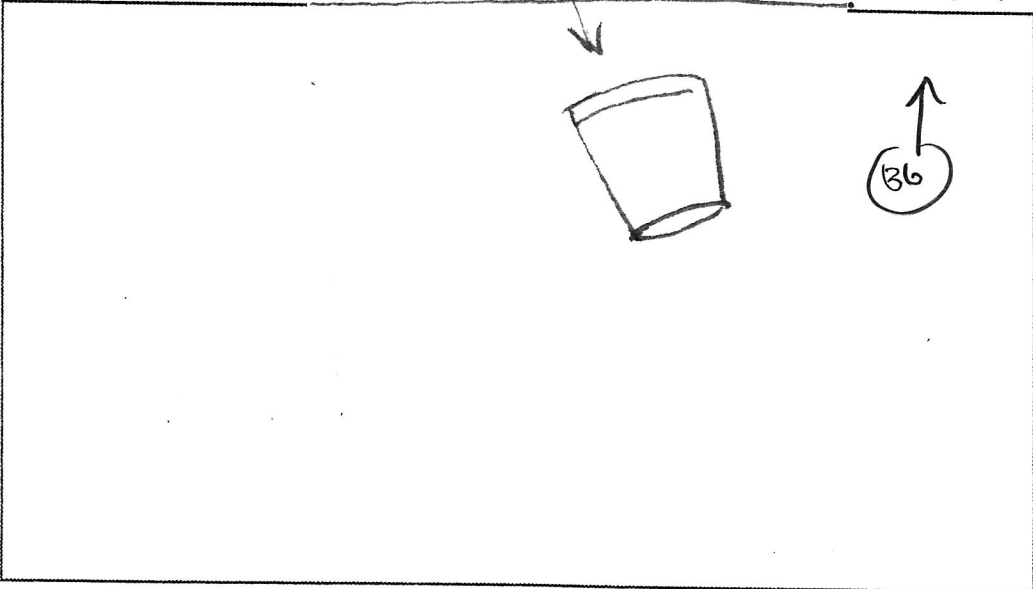
day night



Sc. 201

Pril A

day night



|                                  |
|----------------------------------|
| Dialog:                          |
| Action:<br>- PEP GRABS BAGUETTE. |
| Timing:                          |

EPISODE # 1034-222

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ADVENTURE TIME



| Sc. | Pnl. | Bg. | day | night | Sc. | Pnl. | Bg. | day | night |
|-----|------|-----|-----|-------|-----|------|-----|-----|-------|
|     |      |     |     |       | 201 | B    |     |     |       |
|     |      |     |     |       |     |      |     |     |       |

|   |
|---|
| Dialog:   |
| Action:<br>-PAN DOWN W/ BUCKET<br>-PEP BUT LUNGES ON/S. |
| Timing:   |

EPISODE # 1034-222

Production:

ADVENTURE TIME

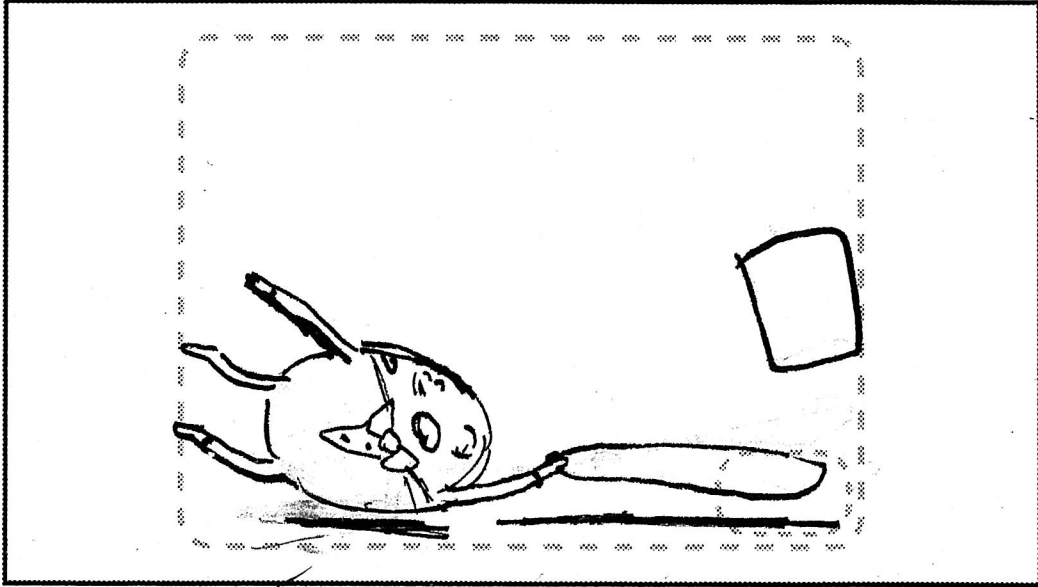


Sc. 201

Pnl. C

Bg.

day night

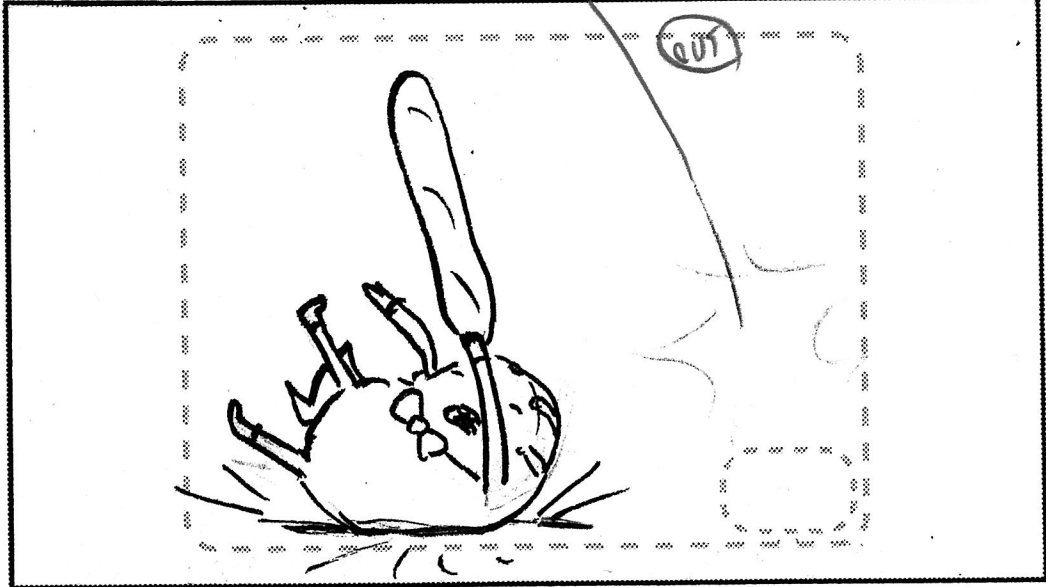


Sc. 201

Pnl. D

Bg.

day night



Dialog:

PEP UH!

SFX: WHACK

Action:

- PEP DIVES.

- PEP HITS BUCKET OFF/S.

Timing:

EPISODE # 1034-222

Production:

# ADVENTURE TIME



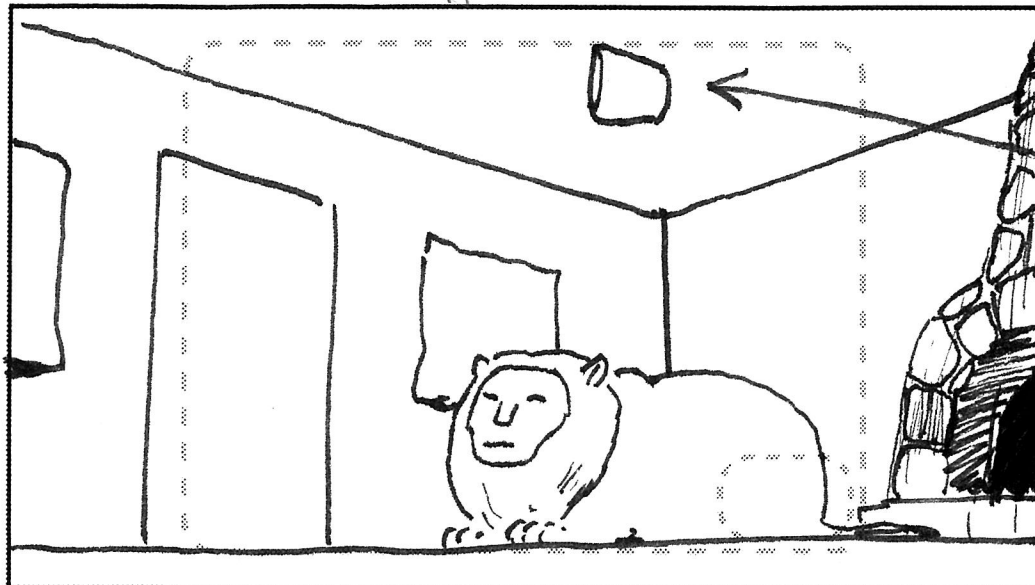
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Sc. 202

Pnl. A

Bg.

day night

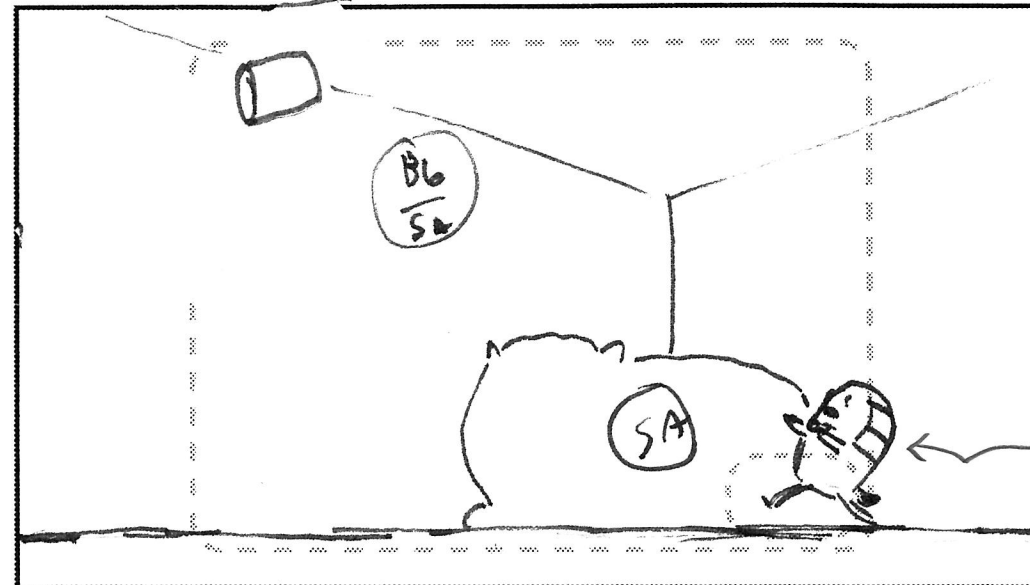


Sc. 202

Pnl. B

Bg.

day night



Dialog:

(PEP) [RUNNING]

Action:

- Bucket sails IN

- PEP Chases Bucket

Timing:

EPISODE # 1034-222

Production:



ADVENTURE TIME



Sc. 202

Pnl. C

Bg.

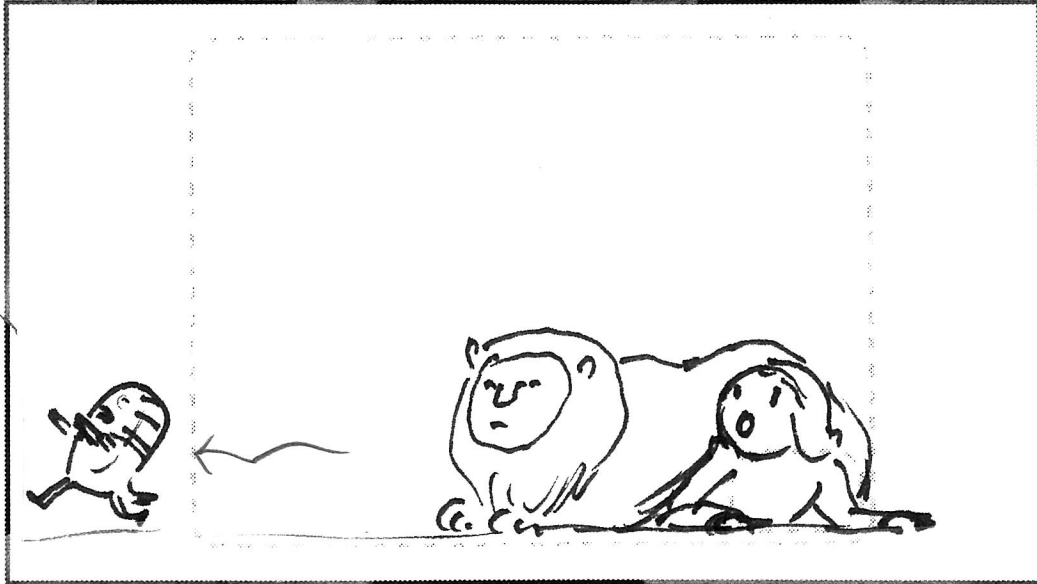
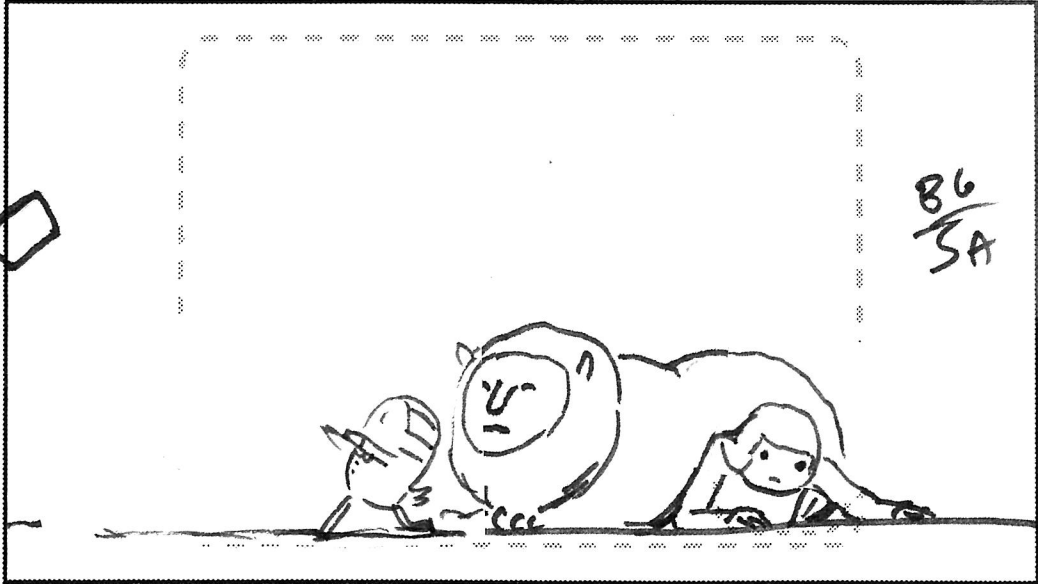
day night

Sc. 202

Pnl. D

Bg.

day night



|         |                                    |
|---------|------------------------------------|
| Dialog: | (PB) [STRUGGLING]                  |
| Action: | - PP struggles out from under Lion |
| Timing: |                                    |

EPISODE # 1034-222

Production:

# ADVENTURE TIME



Page 245

Sc. 203

Pnl. A

Bg.

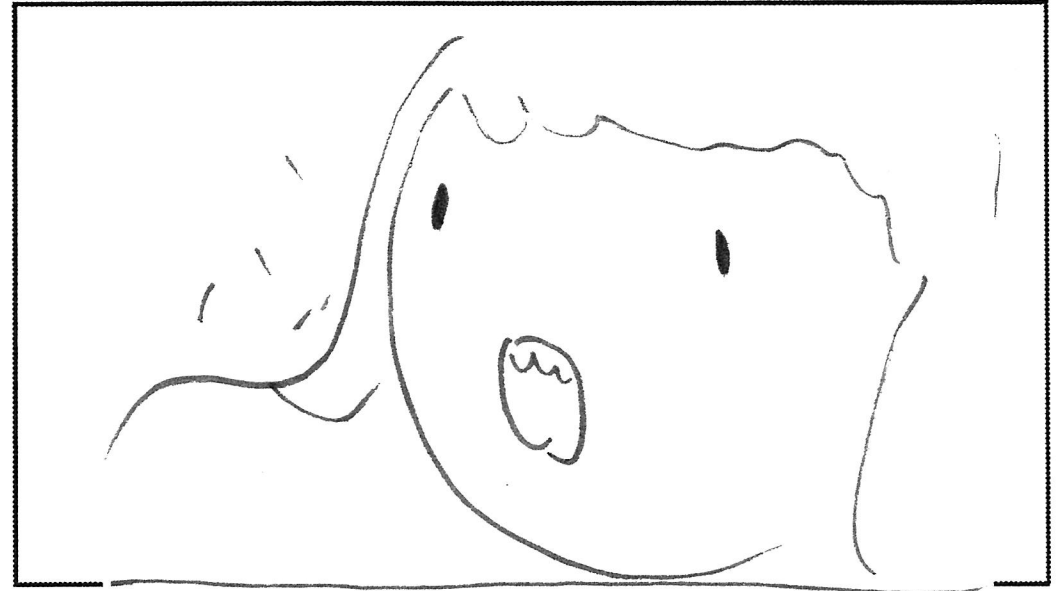
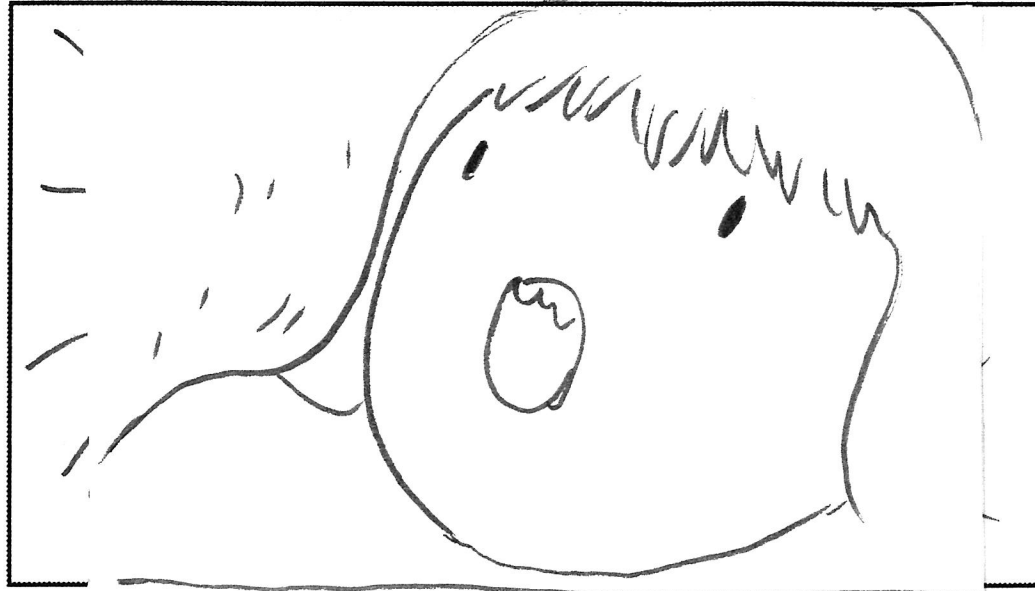
day night

Sc. 203

Pnl. B

Bg.

day night



Dialog

(PB) (slowed down)

N O O O O

O O

PB eyes track Bucket fallizos

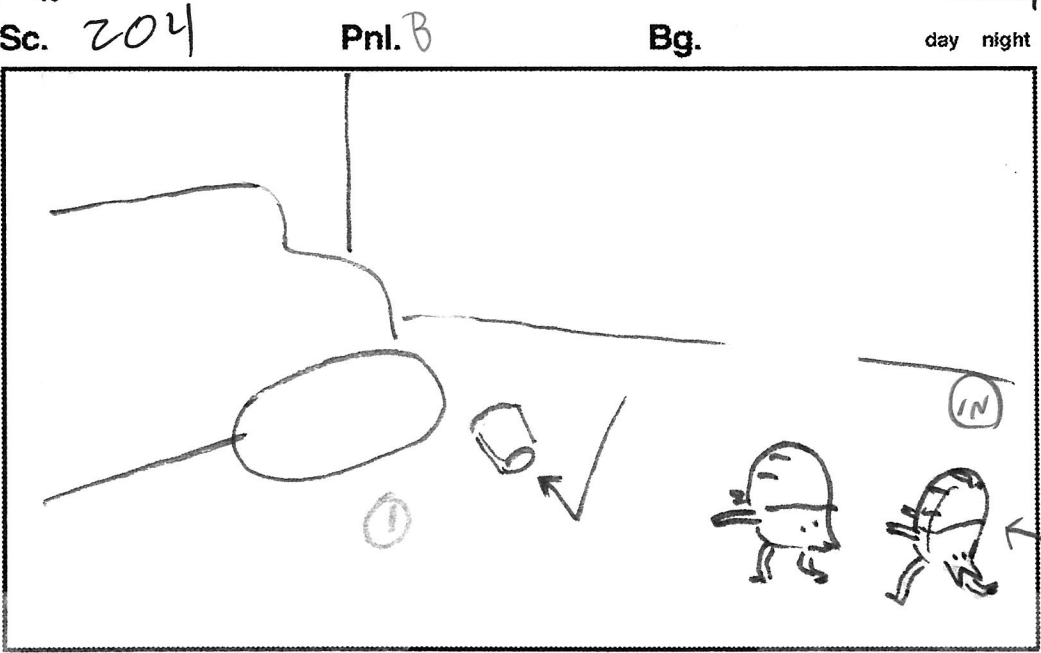
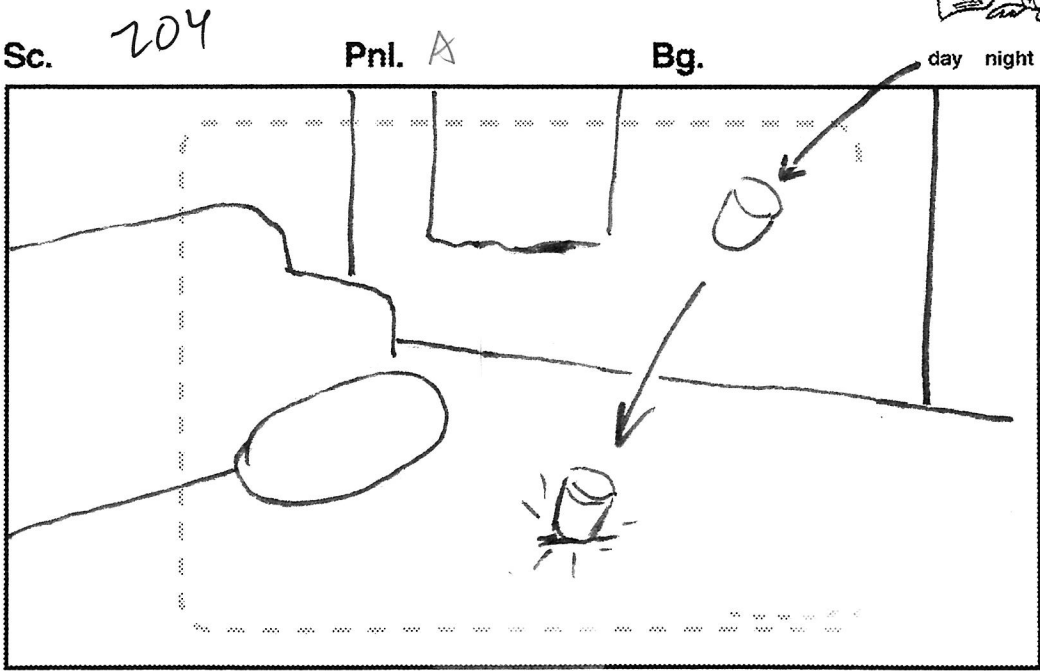
Action

Timing:

EPISODE # 1034-222

Production:

# ADVENTURE TIME



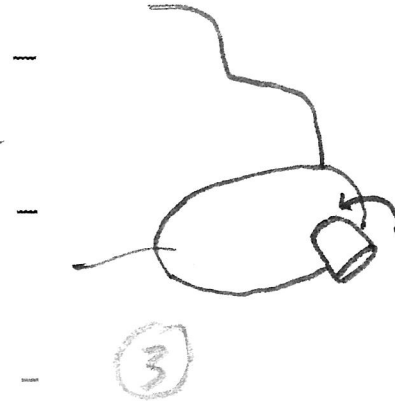
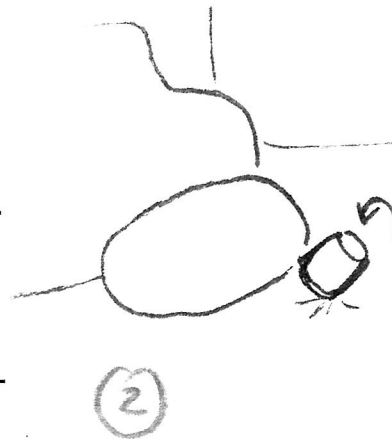
Dialog:

SFX: \* CLUNK \*

Action:

(return to Normal Speed) Jake is a Lump

Timing:



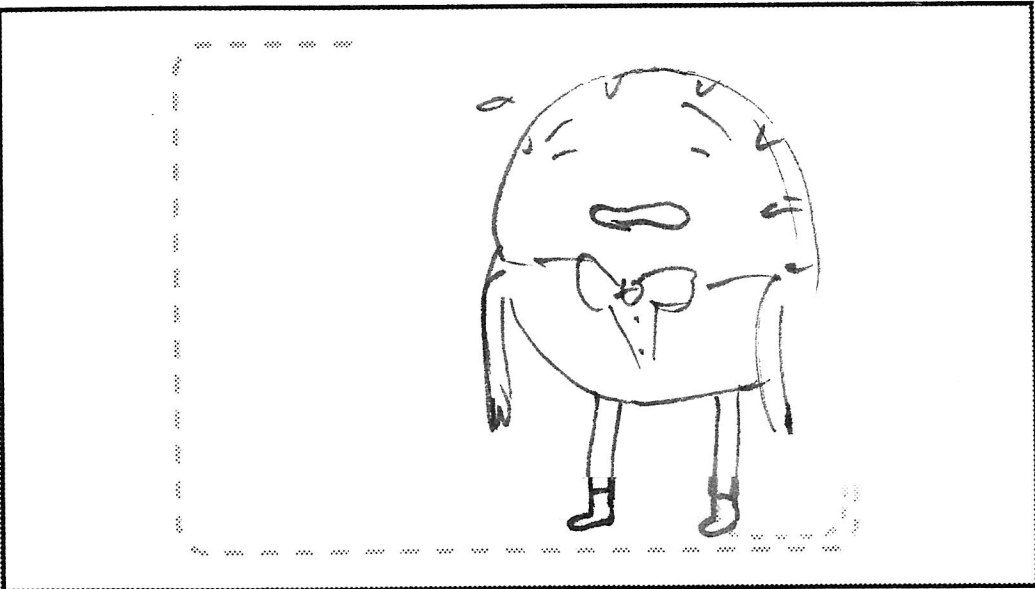
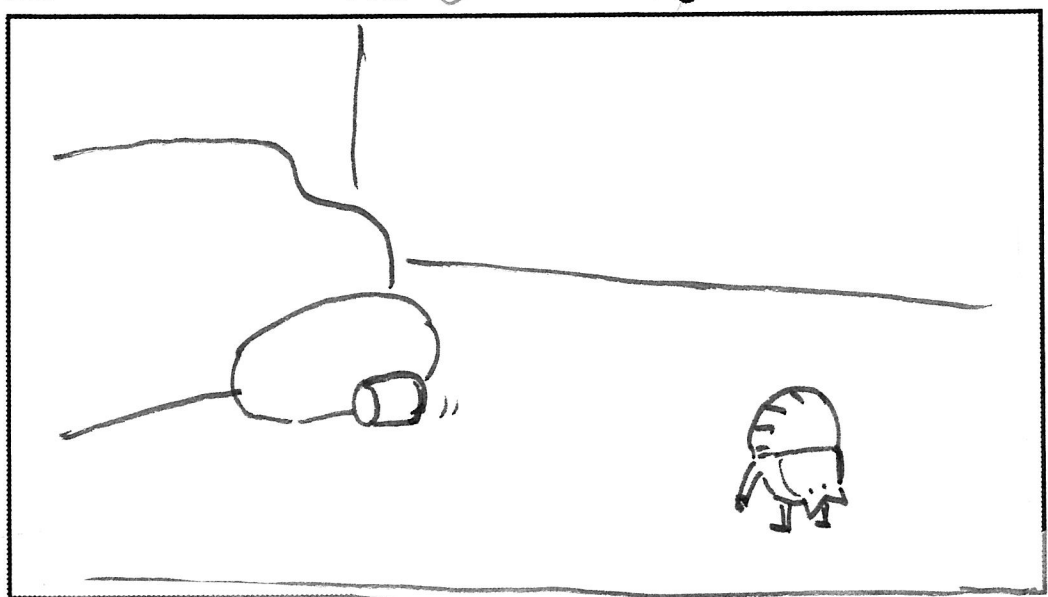
EPISODE # 1034-222

Production:

ADVENTURE TIME



Sc. 204 Pnl. C Bg. day night Sc. 205 Pnl. A Bg. day night



|         |   |
|---------|---|
| Dialog: | (Pep) phew!                               |
| Action: | - bucket rolls back & forth as it settles |
| Timing: |   |

EPISODE # 1034-222  
Production:

# ADVENTURE TIME



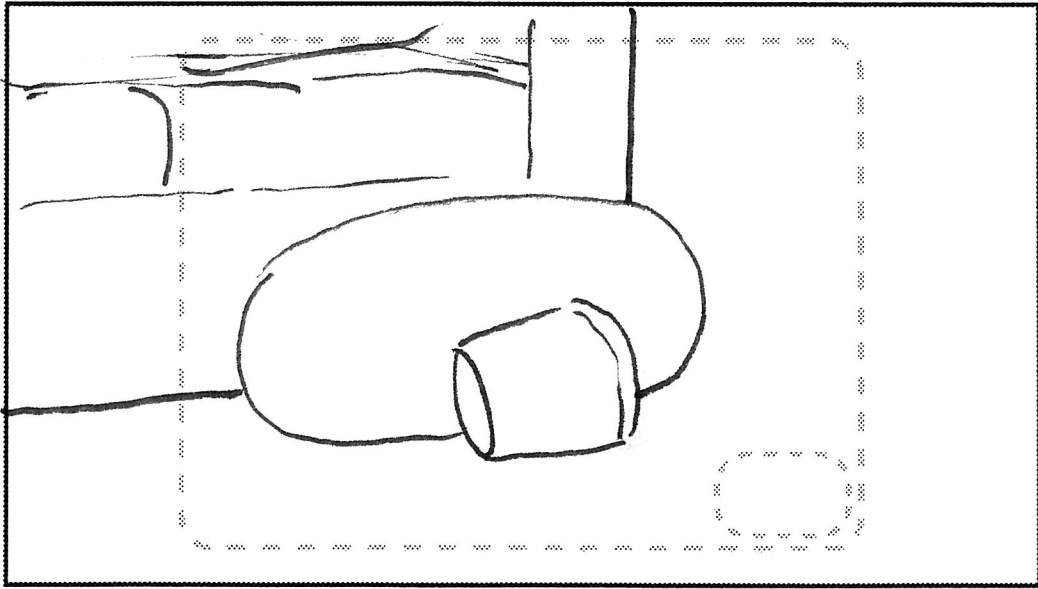
Page 248

Sc. 206

Pnl. A

Bg.

day night

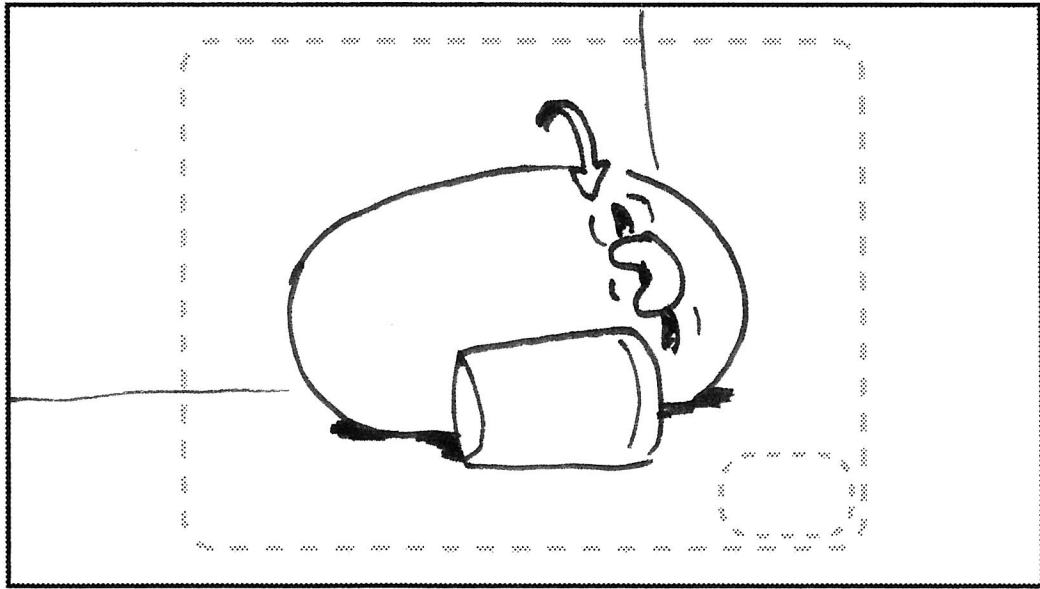


Sc. 206

Pnl. B

Bg.

day night



Dialog:

Action:

Timing:

(J) [LIGHT STIRRING]

- Jake's features roll into place



1034-222

EPISODE #

Production:

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# ADVENTURE TIME



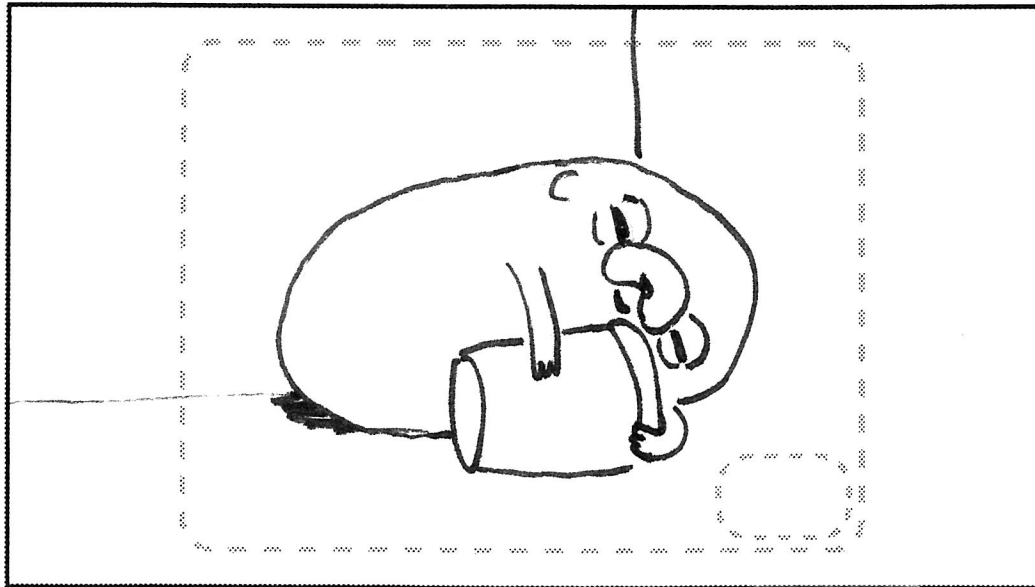
Page 249

Sc. 206

Pnl. C

Bg.

day night

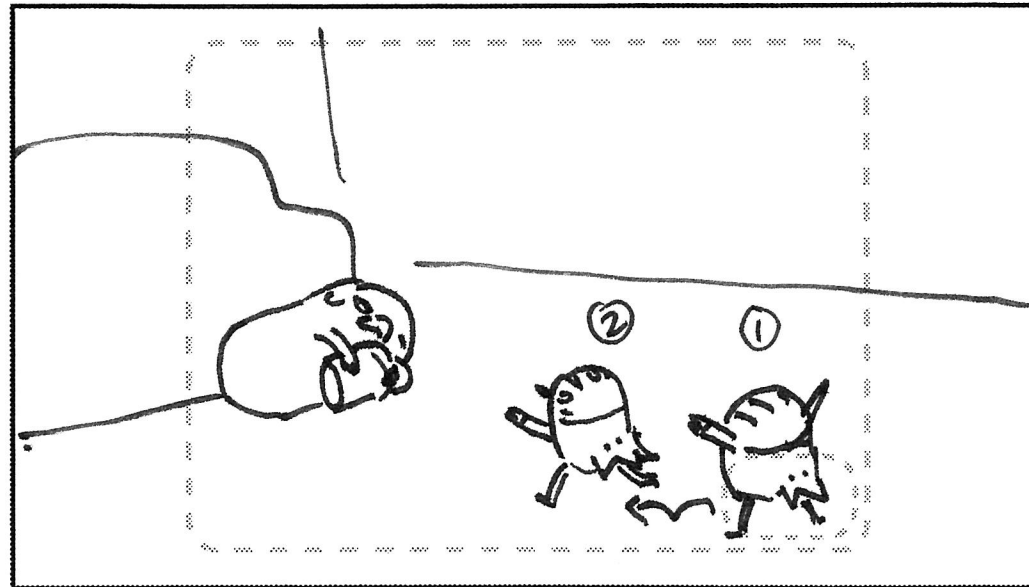


Sc. 207

Pnl. A

Bg.

day night



Dialog:

① mm bucky!

Pep  
BUT

NO !!

Action:

② grows arms grabs bucket



Timing:

1034-222

EPISODE #

Production:

ADVENTURE TIME

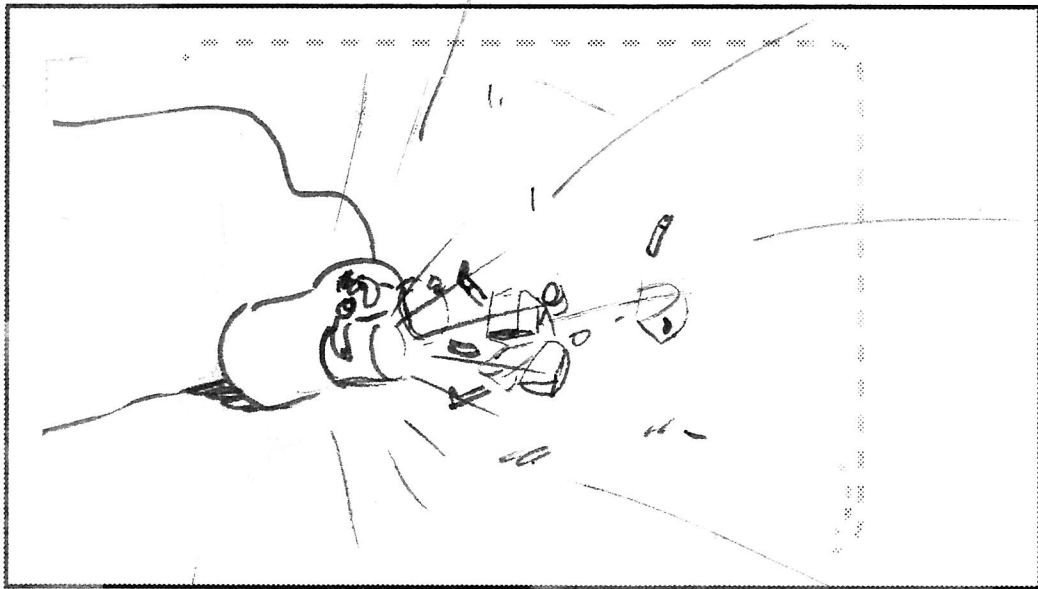


Sc. 207

Pnl. B

Bg.

day night



Sc. 208

Pnl. A

Bg.

day night



Dialog:

SFX: BOOO "m" —————>

Action:

Blinding flash

Timing:

EPISODE # 1034-222

Production:

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# ADVENTURE TIME



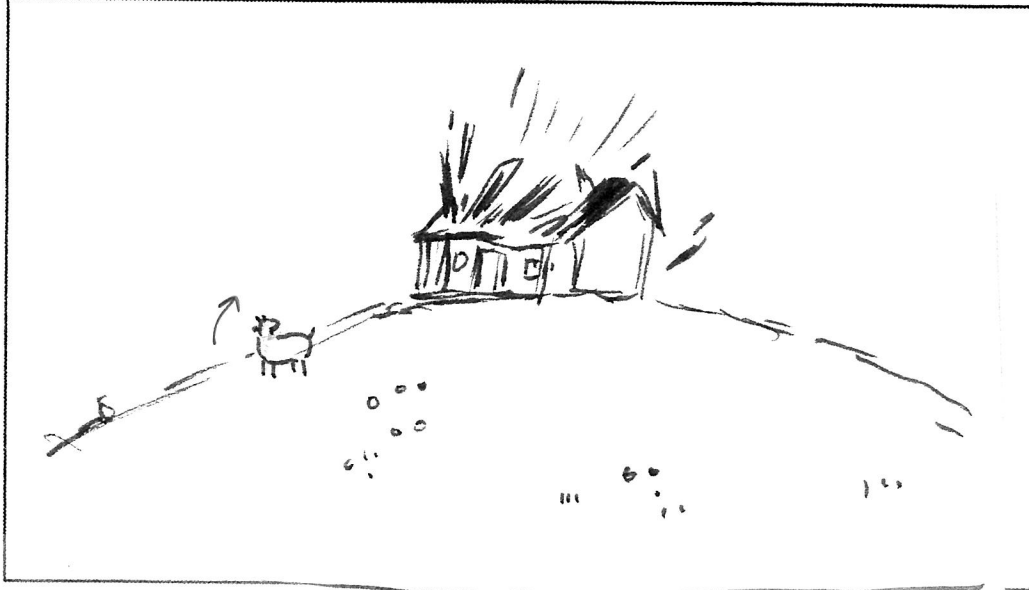
Page 251  
day night

Sc. 208

Pnl. 8

Bg.

day night

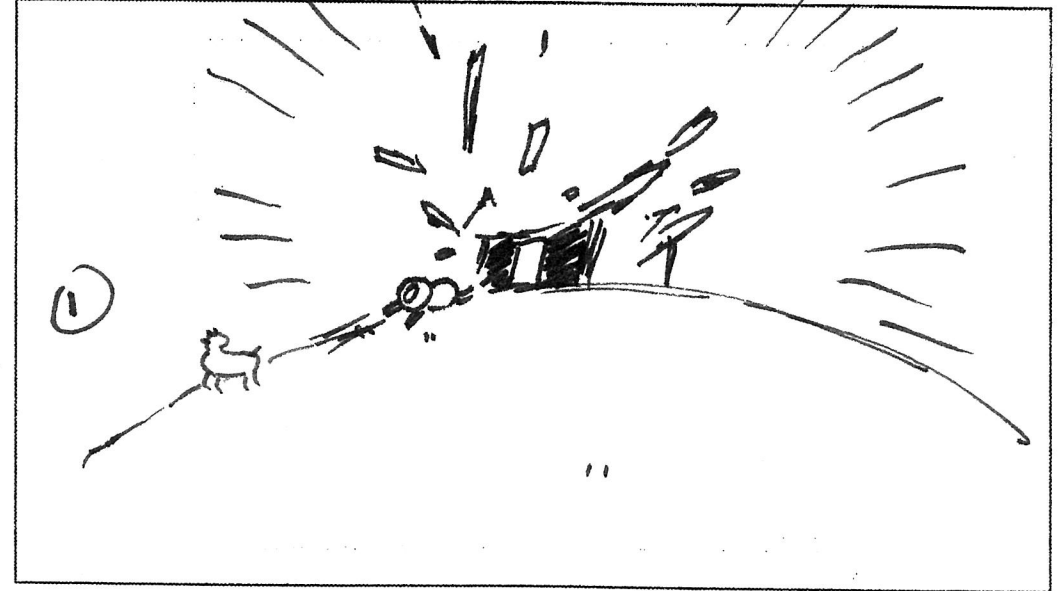


Sc. 208

Pnl. 9

Bg.

day night



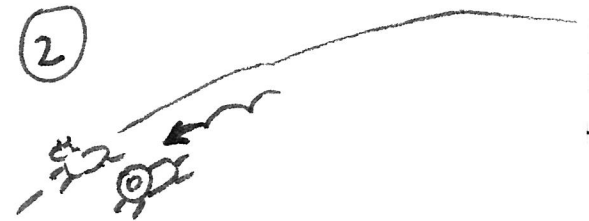
Dialog:

Action:

- COW LOOKS UP.

- Cabin blows up  
- Cow & lion run OS

Timing:



EPISODE # 1034-222

Production :



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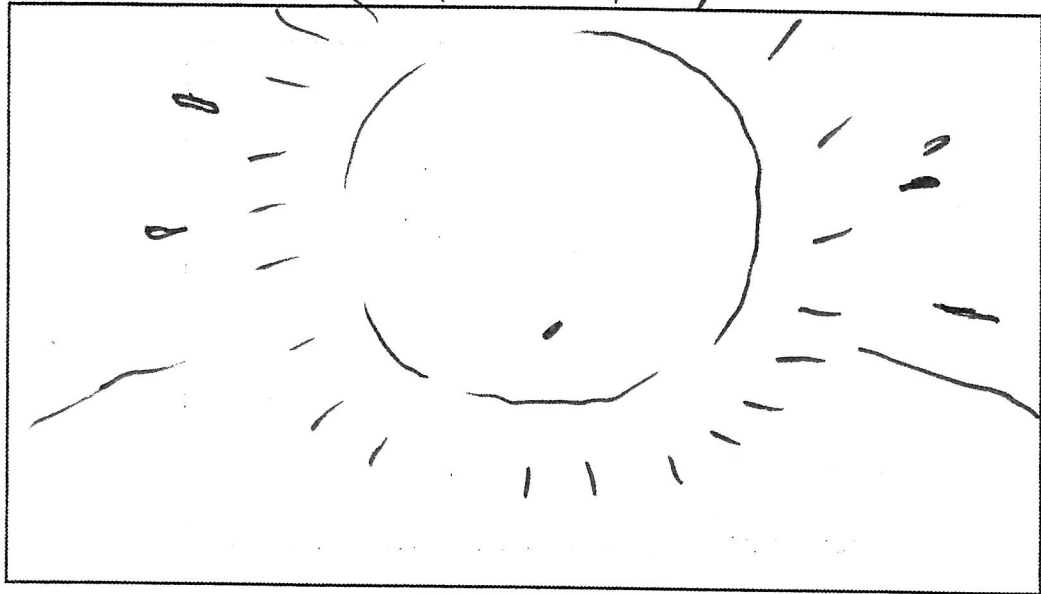
ADVENTURE TIME



Sc. 208

Pnl. R 1 1 Bg.

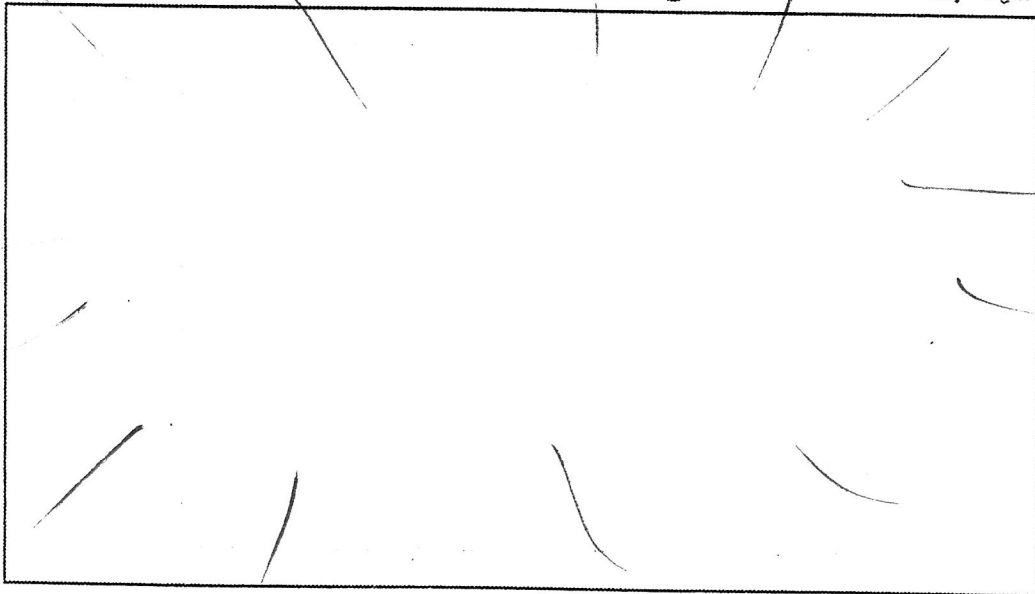
day night



Sc. 208

Pnl. E Bg.

day night



Dialog:

Action:

Flash whites out screen

Timing:

EPISODE #

1034-222

Production :

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# ADVENTURE TIME



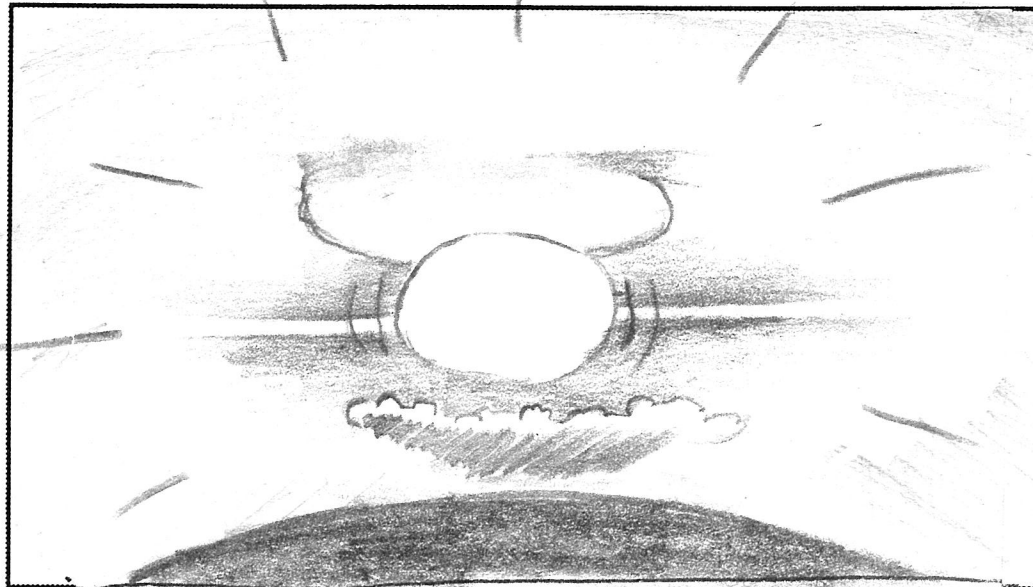
Page 253

Sc. 209

Pnl. A

Bg.

day night

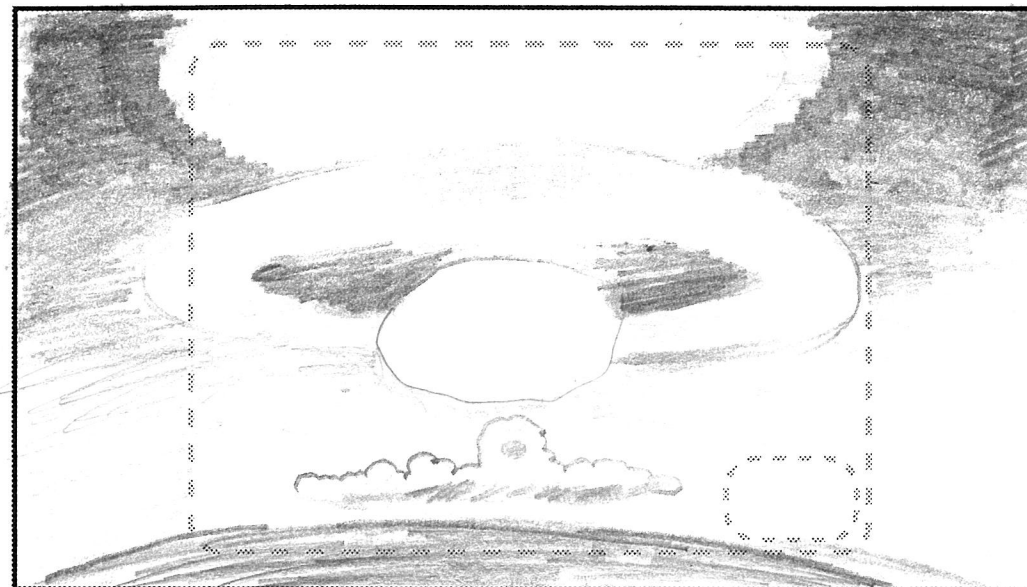


Sc. 209

Pnl. B

Bg.

day night



Dialog

Action

Timing:

- MUSHROOM CLOUD of VAMPIRE ESSENCE,

EPISODE # **1034-222**

Production:

# ADVENTURE TIME

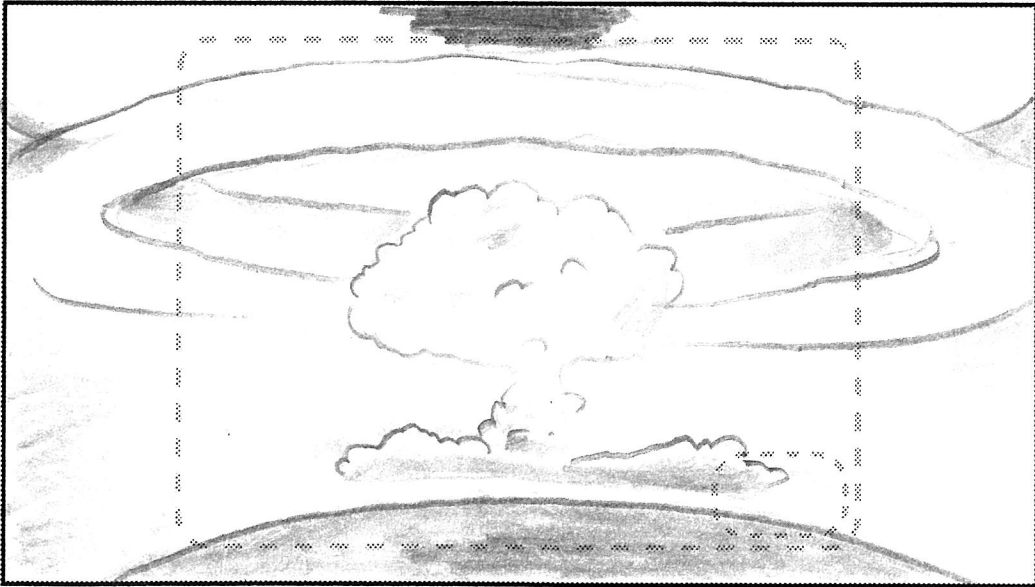


Sc. 209

Pnl. C

Bg.

day night

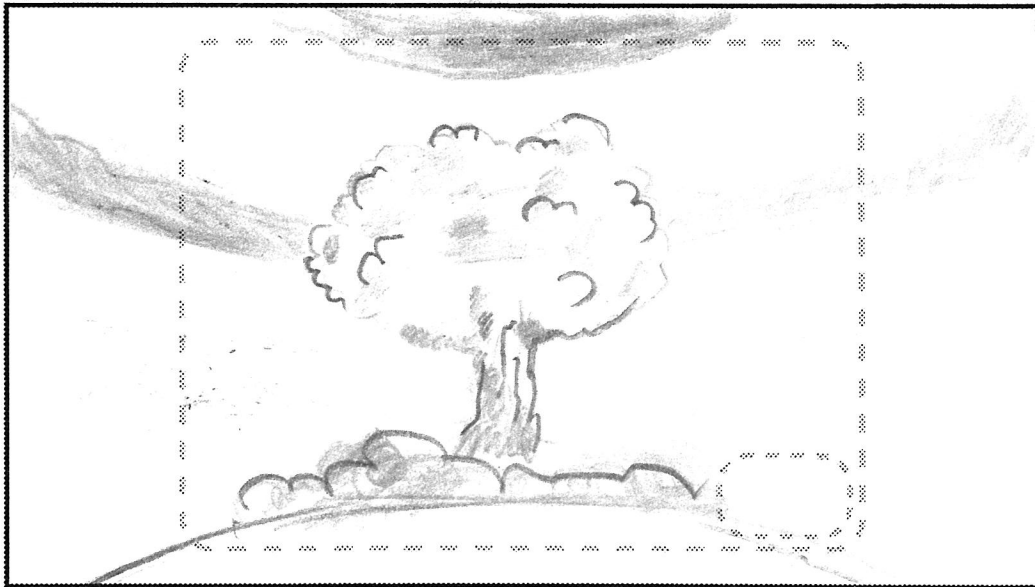


Sc. 209

Pnl. D

Bg.

day night



Dialog:

Action:

Timing:

EPISODE #

1034-222

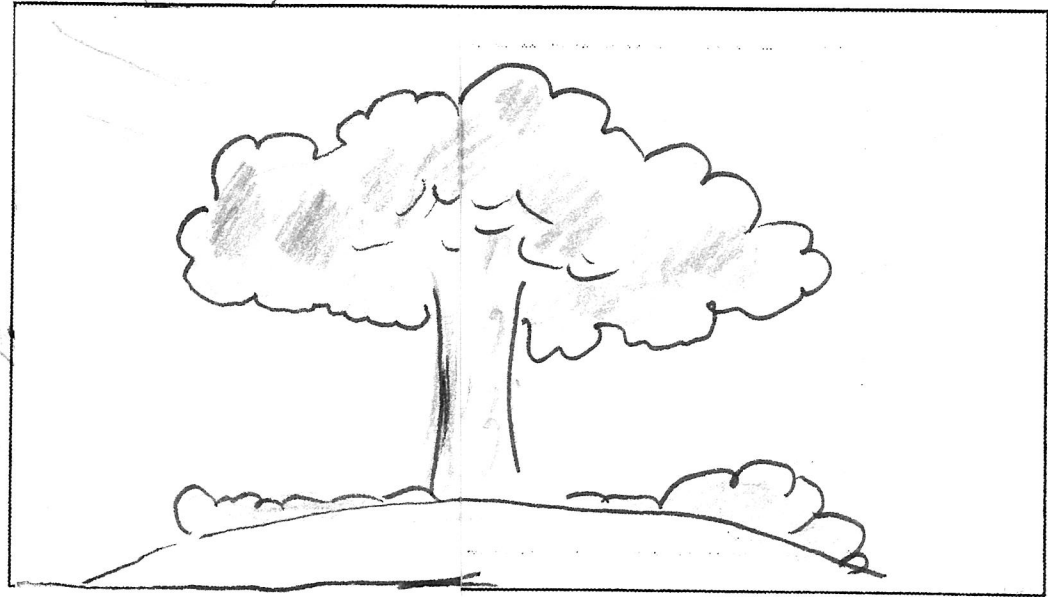
Production:

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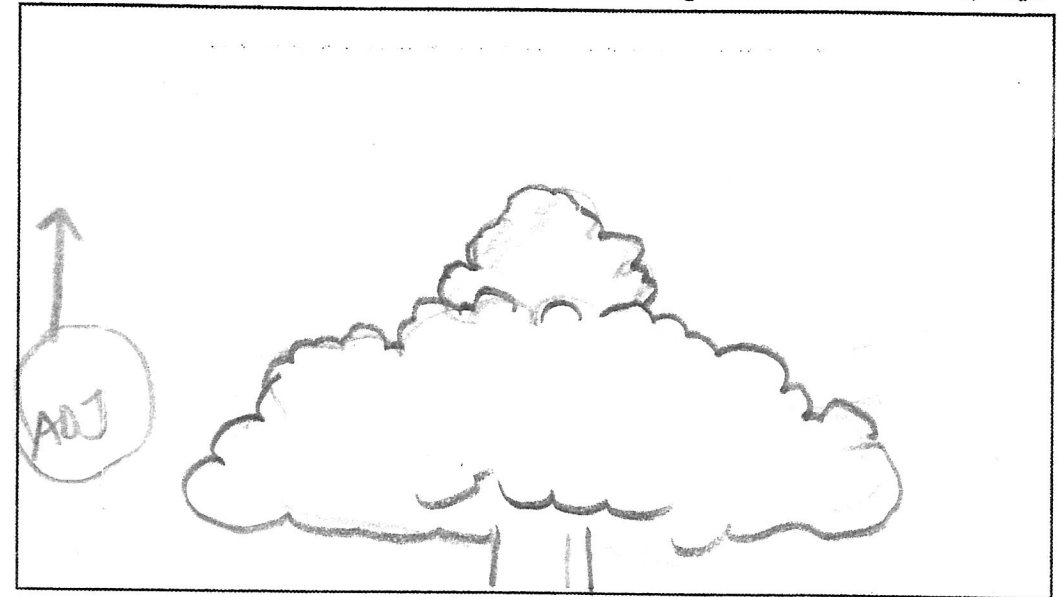
ADVENTURE TIME



Sc. 209 Pnl. E Bg. day night



Sc. 209 Pnl. F Bg. day night



|         |  |
|---------|--|
| Dialog: |  |
| Action: | - mushroom grows out of mushroom cloud |
| Timing: | - PAN UP w/ CLOUD                      |

1034-222  
EPISODE #  
Production :

ADVENTURE TIME



Sc. 209

Pnl. 6

Bg.

day night



Sc. 209

Pnl. 4

Bg.

day night



Dialog:

Action:

Timing:

EPISODE #

1034-222

Production :

# ADVENTURE TIME



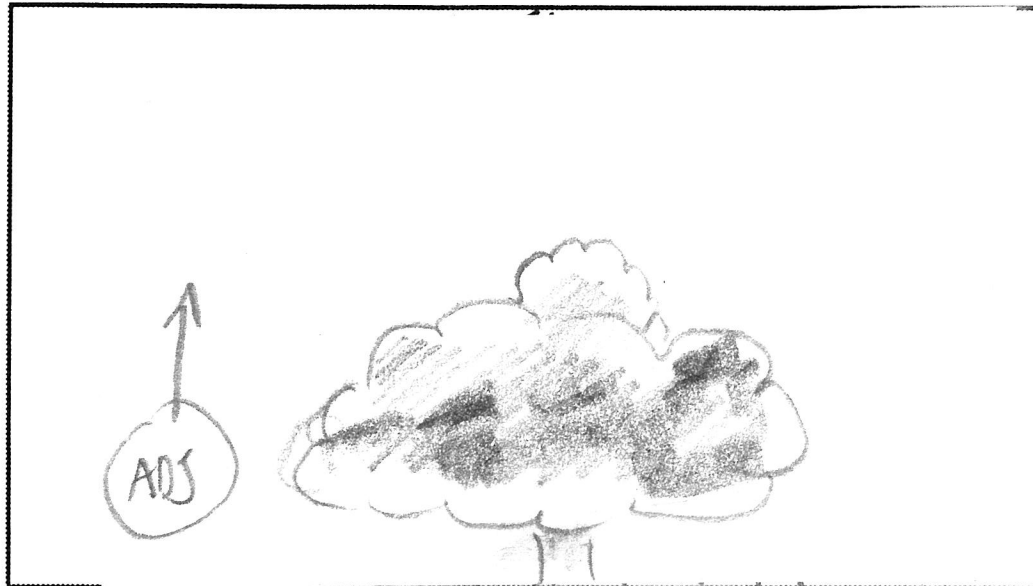
Page 257

Sc. 209

Pnl. I

Bg.

day night

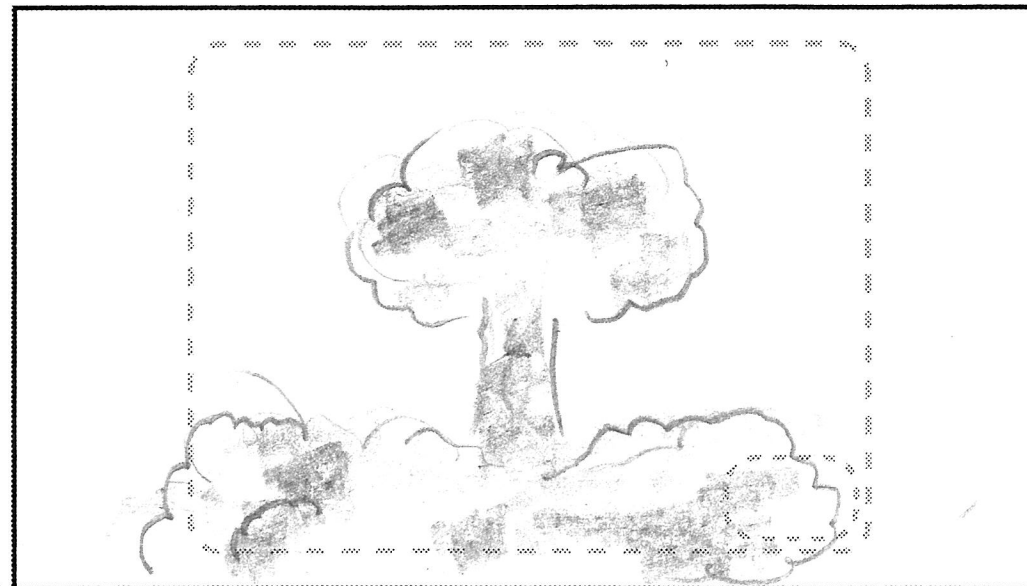


Sc. 209

Pnl. J

Bg.

day night



Dialog:

Action:

another mush cloud out of mush cloud

Timing:

EPISODE #

1034-222

Production:

# ADVENTURE TIME



Page 258

Sc. 209

Pnl. K

Bg.

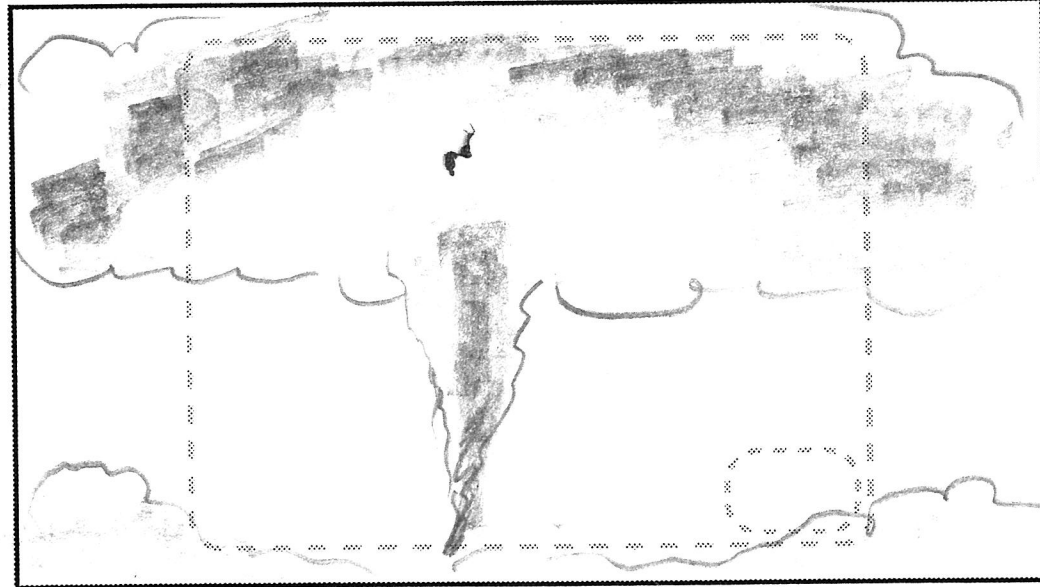
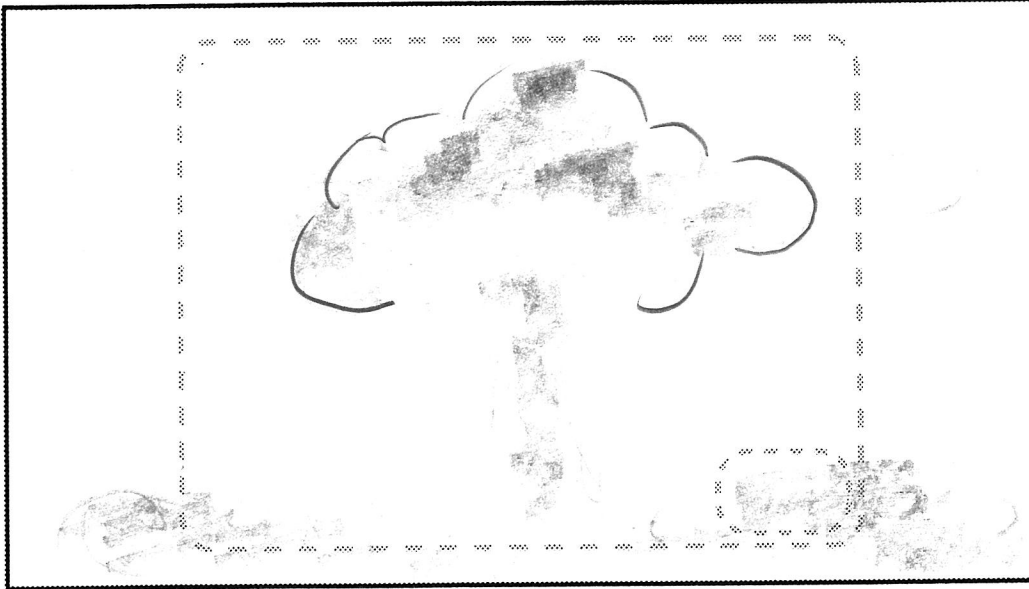
day night

Sc. 209

Pnl. L

Bg.

day night



Dialog:

Action:

- DARK - CLOUD SPREADS.

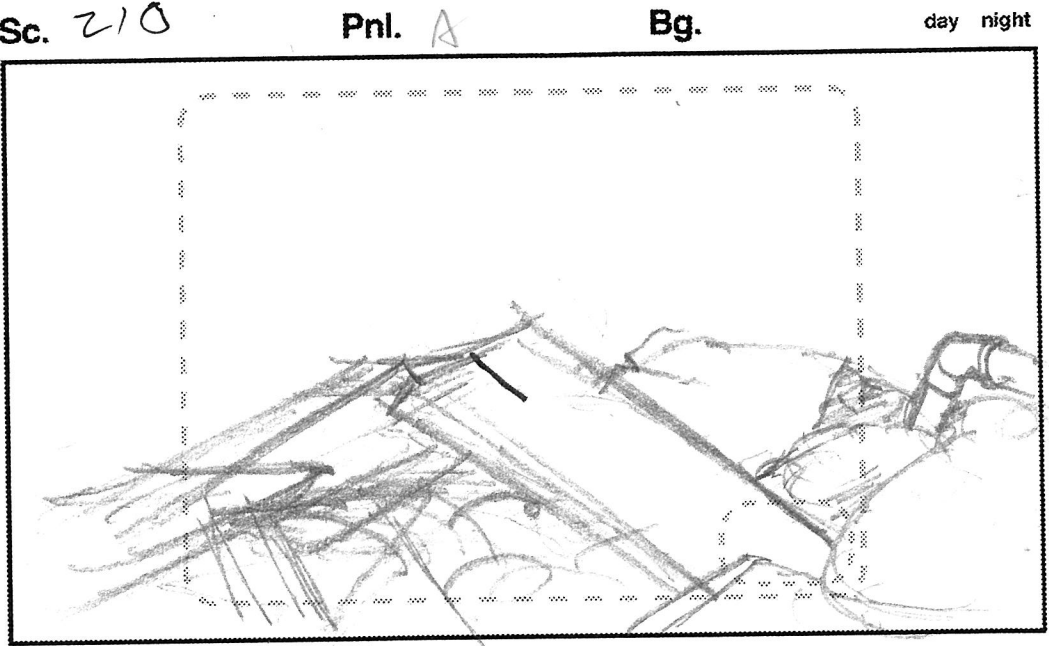
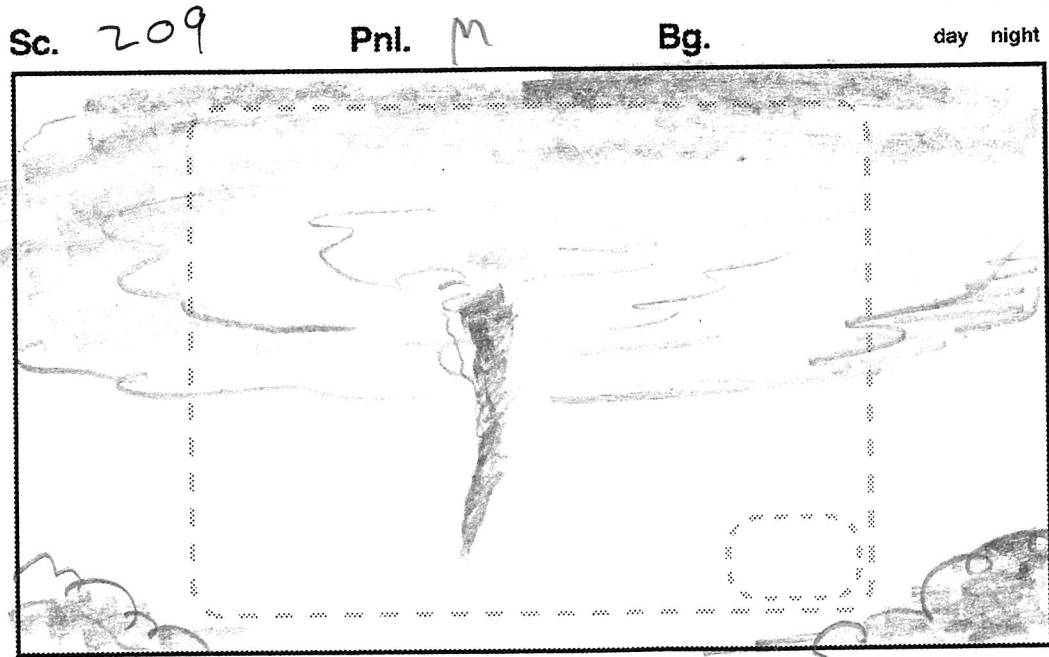
Timing:

EPISODE # **1034-222**

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ADVENTURE TIME



|           |
|-----------|
| Díalog:   |
| Action:   |
| CU Rubble |
| Timing:   |

EPISODE # 1034-222

Production:



ADVENTURE TIME

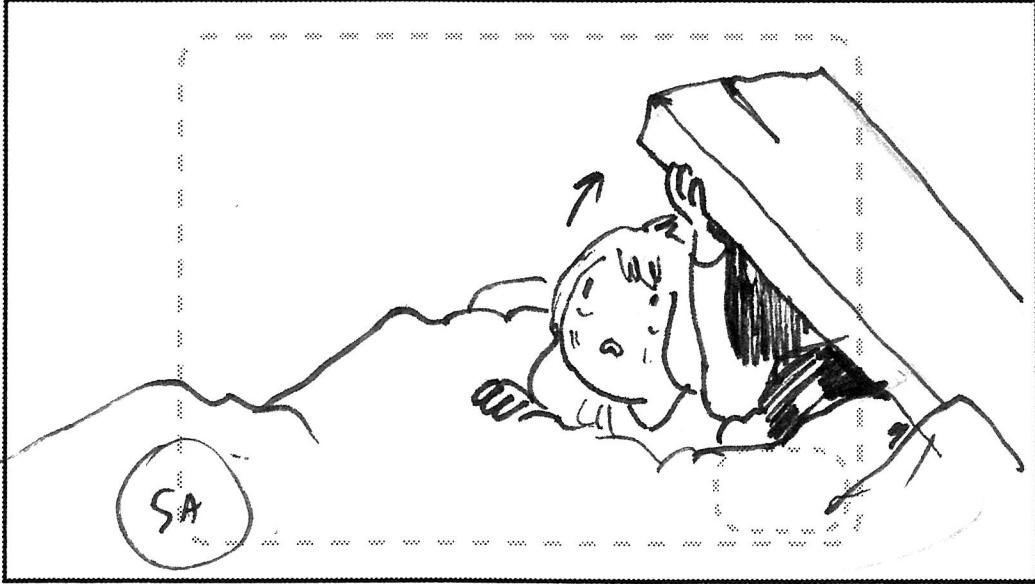


Sc. 210

Pnl. B

Bg.

day night

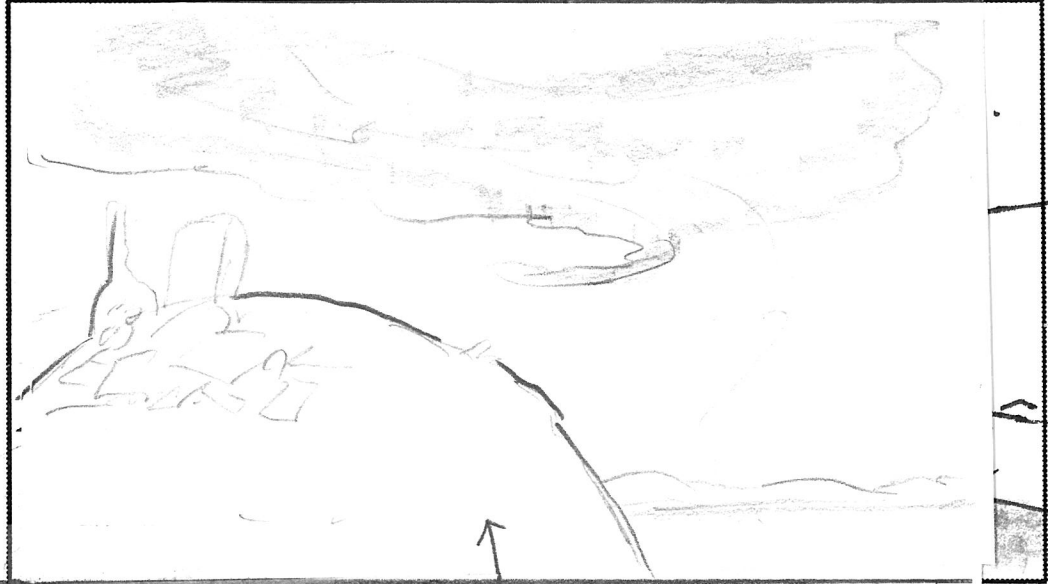


Sc. 211

Pnl. A

Bg.

day night



CABIN  
HILL

Dialog:

Action:

-PB LIFTS DEBRIS

Timing:

EPISODE #

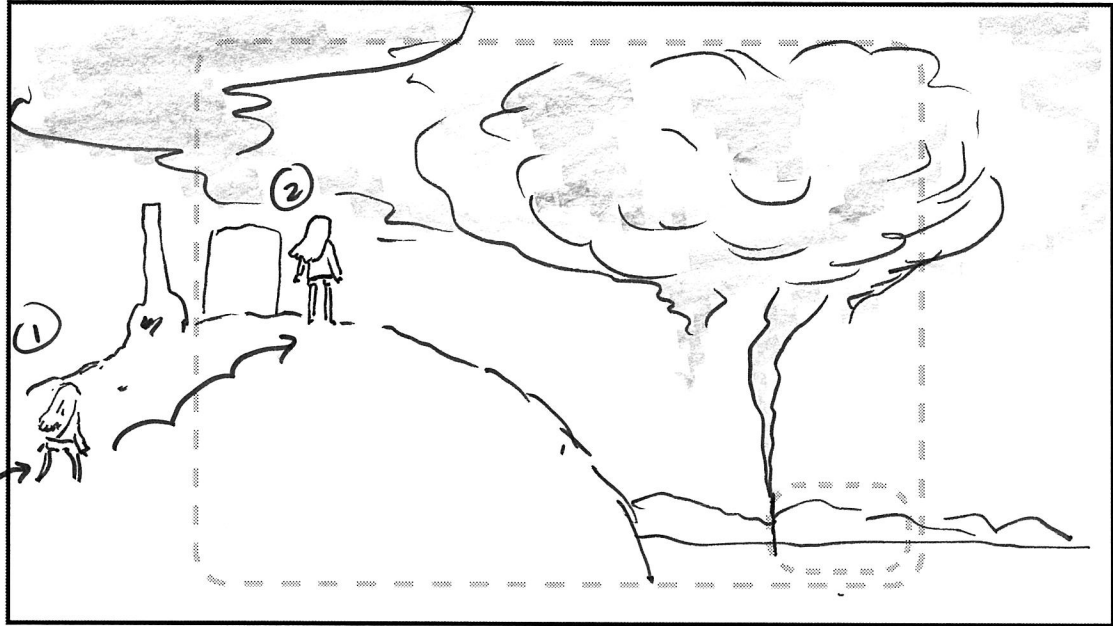
1034-222

Production:

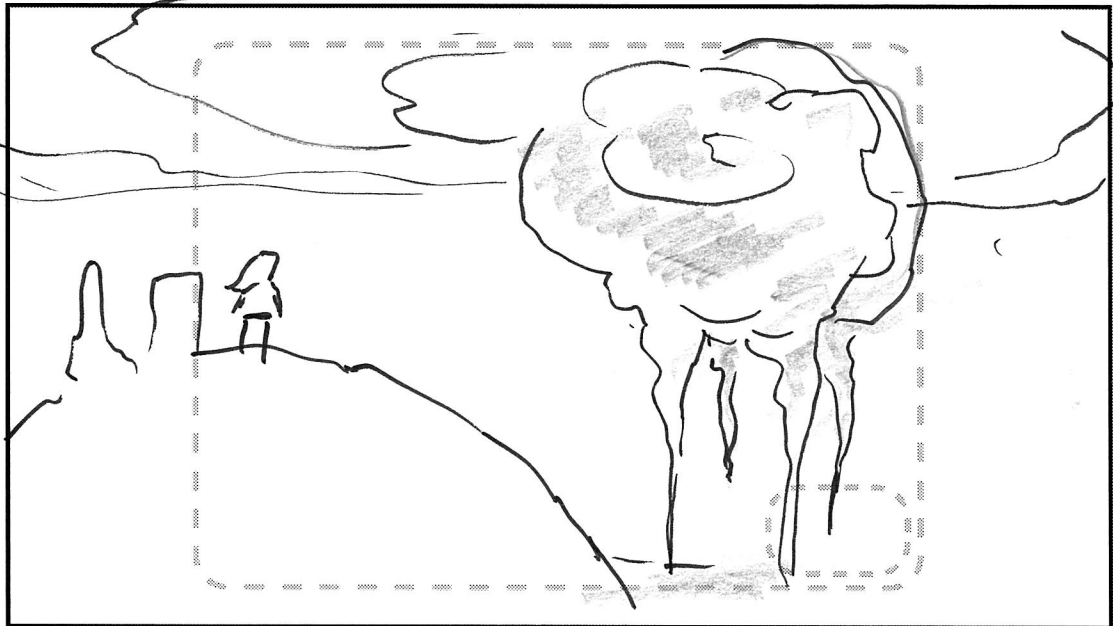
ADVENTURE TIME



Sc. 211 Pnl. B Bg. day night



Sc. 211 Pnl. C Bg. day night



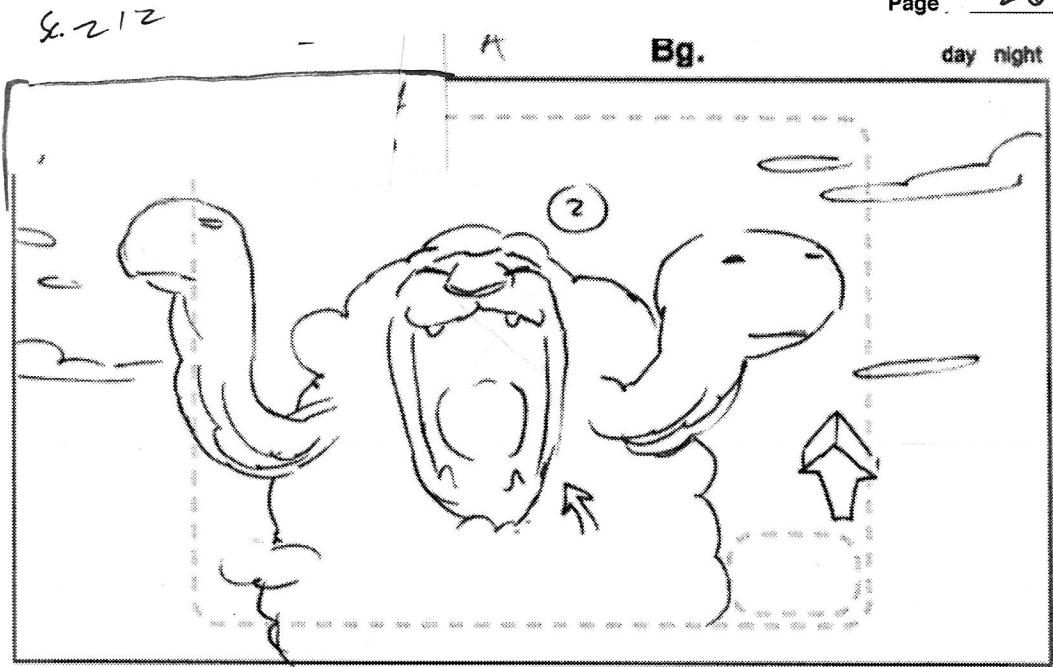
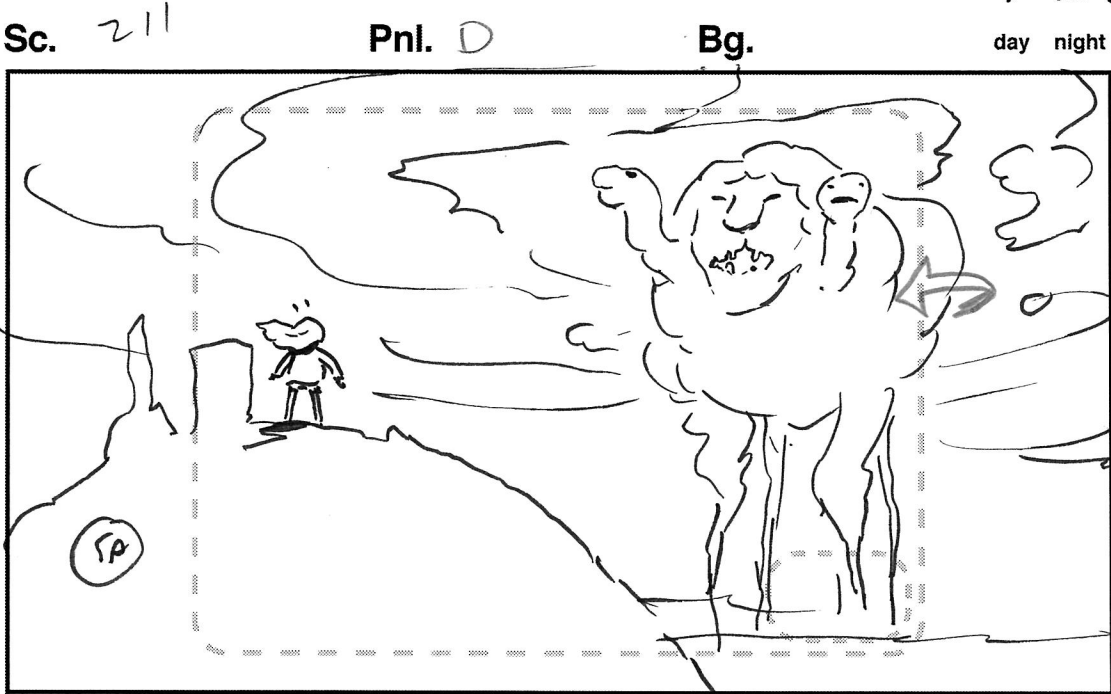
|         |                                      |
|---------|--------------------------------------|
| Dialog: |                                      |
| Action: | -PB WALKS AROUND. -CLOUD FORMS LEGS. |
| Timing: |                                      |

EPISODE # 1034-222 Production:

# ADVENTURE TIME



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ESSENCE: \*FULL ROAR\*



Dialog:

Action: - VAMPIRE ESSENCE FORMS INTO CREATURE (UNAFFECTED BY DAYLIGHT)

Timing:

1034-222

EPISODE #

Production: